Marta Ferrer-GarcÃ-a

List of Publications by Year in descending order

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Version: 2024-02-01

57 papers 1,638 citations

304368 22 h-index 315357 38 g-index

64 all docs

64
docs citations

64 times ranked 1629 citing authors

#	Article	IF	CITATIONS
1	Attentional Bias, Alcohol Craving, and Anxiety Implications of the Virtual Reality Cue-Exposure Therapy in Severe Alcohol Use Disorder: A Case Report. Frontiers in Psychology, 2021, 12, 543586.	1.1	11
2	AN-VR-BE. A Randomized Controlled Trial for Reducing Fear of Gaining Weight and Other Eating Disorder Symptoms in Anorexia Nervosa through Virtual Reality-Based Body Exposure. Journal of Clinical Medicine, 2021, 10, 682.	1.0	33
3	Determinants of Cue-Elicited Alcohol Craving and Perceived Realism in Virtual Reality Environments among Patients with Alcohol Use Disorder. Journal of Clinical Medicine, 2021, 10, 2241.	1.0	4
4	Validity of Virtual Reality Body Exposure to Elicit Fear of Gaining Weight, Body Anxiety and Body-Related Attentional Bias in Patients with Anorexia Nervosa. Journal of Clinical Medicine, 2020, 9, 3210.	1.0	16
5	Predictors of Changes in Alcohol Craving Levels during a Virtual Reality Cue Exposure Treatment among Patients with Alcohol Use Disorder. Journal of Clinical Medicine, 2020, 9, 3018.	1.0	22
6	Virtual Reality Body Exposure Therapy for Anorexia Nervosa. A Case Report With Follow-Up Results. Frontiers in Psychology, 2020, 11, 956.	1.1	27
7	Bodyâ€related attentional bias as mediator of the relationship between body mass index and body dissatisfaction. European Eating Disorders Review, 2020, 28, 454-464.	2.3	21
8	Body-Related Attentional Bias among Men with High and Low Muscularity Dissatisfaction. Journal of Clinical Medicine, 2020, 9, 1736.	1.0	8
9	Virtual Reality Body Exposure Therapy for Anorexia Nervosa. A Single Case Study. Communications in Computer and Information Science, 2020, , 108-115.	0.4	1
10	A Randomized Trial of Virtual Reality-Based Cue Exposure Second-Level Therapy and Cognitive Behavior Second-Level Therapy for Bulimia Nervosa and Binge-Eating Disorder: Outcome at Six-Month Followup. Cyberpsychology, Behavior, and Social Networking, 2019, 22, 60-68.	2.1	55
11	Cue-Elicited Anxiety and Alcohol Craving as Indicators of the Validity of ALCO-VR Software: A Virtual Reality Study. Journal of Clinical Medicine, 2019, 8, 1153.	1.0	19
12	The influence of gender and body dissatisfaction on bodyâ€related attentional bias: An eyeâ€tracking and virtual reality study. International Journal of Eating Disorders, 2019, 52, 1181-1190.	2.1	31
13	Is This My Own Body? Changing the Perceptual and Affective Body Image Experience among College Students Using a New Virtual Reality Embodiment-Based Technique. Journal of Clinical Medicine, 2019, 8, 925.	1.0	25
14	Identifying Triggers of Alcohol Craving to Develop Effective Virtual Environments for Cue Exposure Therapy. Frontiers in Psychology, 2019, 10, 74.	1.1	26
15	Testing virtual reality-based cue-exposure software: Which cue-elicited responses best discriminate between patients with eating disorders and healthy controls? Eating and Weight Disorders, 2019, 24, 757-765.	1.2	23
16	Virtual Reality in theÂAssessment and Treatment of Weight-Related Disorders. Virtual Reality Technologies for Health and Clinical Applications, 2019, , 163-193.	0.8	10
17	Virtual Reality for theÂTreatment of Body Image Disturbances in Eating and Weight Disorders. , 2018, , 333-351.		4
18	Cognitive Abilities and Performance in Database Design: An Observational Study. , 2018, , .		0

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19	Eating behavior style predicts craving and anxiety experienced in food-related virtual environments by patients with eating disorders and healthy controls. Appetite, 2017, 117, 284-293.	1.8	38
20	A Randomised Controlled Comparison of Secondâ€Level Treatment Approaches for Treatmentâ€Resistant Adults with Bulimia Nervosa and Binge Eating Disorder: Assessing the Benefits of Virtual Reality Cue Exposure Therapy. European Eating Disorders Review, 2017, 25, 479-490.	2.3	108
21	Use of Virtual Reality Methods in Treating Eating Disorders and Body Image. , 2017, , 872-877.		o
22	Cue-exposure software for the treatment of bulimia nervosa and binge eating disorder. Psicothema, 2016, 28, 363-369.	0.7	14
23	Use of Virtual Reality Methods in Treating Eating Disorders and Body Image. , 2016, , 1-6.		0
24	Craving for Food in Virtual Reality Scenarios in Nonâ€Clinical Sample: Analysis of its Relationship with Body Mass Index and Eating Disorder Symptoms. European Eating Disorders Review, 2015, 23, 371-378.	2.3	40
25	Cognitive mechanisms underlying Armoni: A computer-assisted cognitive training programme for individuals with intellectual disabilities. Anales De Psicologia, 2015, 32, 115.	0.3	7
26	Inducci $ ilde{A}^3$ n de craving por comida mediante realidad virtual no inmersiva. Revista De Psicopatologia Y Psicologia Clinica, 2015, 19, 243.	0.1	6
27	Identifying specific cues and contexts related to bingeing behavior for the development of effective virtual environments. Appetite, 2015, 87, 81-89.	1.8	63
28	External Eating as a Predictor of Cue-reactivity to Food-related Virtual Environments. Studies in Health Technology and Informatics, 2015, 219, 117-22.	0.2	6
29	Differential Effects of Two Virtual Reality Interventions: Distraction Versus Pain Control. Cyberpsychology, Behavior, and Social Networking, 2014, 17, 353-358.	2.1	56
30	Development of a VR Application for Binge Eating Treatment: Identification of Contexts and Cues Related to Bingeing Behavior in Spanish Italian Patients. Studies in Health Technology and Informatics, 2014, 199, 71-5.	0.2	7
31	Validation of VR-based Software for Binge Eating Treatment: Preliminary Data. Studies in Health Technology and Informatics, 2014, 199, 146-50.	0.2	2
32	Virtual Reality Based Treatments in Eating Disorders and Obesity: A Review. Journal of Contemporary Psychotherapy, 2013, 43, 207-221.	0.7	78
33	Emotional eating and food intake after sadness and joy. Appetite, 2013, 66, 20-25.	1.8	198
34	Typology of schizophrenic symptoms and quality of life in patients and their main caregivers in northern Chile. International Journal of Social Psychiatry, 2013, 59, 93-100.	1.6	16
35	Cue-elicited craving for food in virtual reality. , 2013, , .		4
36	Are virtual patients effective to train diagnostic skills?., 2013,,.		2

#	Article	IF	Citations
37	Virtual Reality as a strategy for improving the treatment of smoking / La Realidad Virtual como estrategia para la mejora de los tratamientos del tabaquismo. Health and Addictions / Salud Y Drogas, 2013, 9, .	0.1	2
38	Cue-elicited anxiety and craving for food using virtual reality scenarios. Studies in Health Technology and Informatics, 2013, 191, 105-9.	0.2	15
39	Predictors of Smoking Craving During Virtual Reality Exposure. Presence: Teleoperators and Virtual Environments, 2012, 21, 423-434.	0.3	5
40	Validation of smoking-related virtual environments for cue exposure therapy. Addictive Behaviors, 2012, 37, 703-708.	1.7	54
41	The use of virtual reality in the study, assessment, and treatment of body image in eating disorders and nonclinical samples: A review of the literature. Body Image, 2012, 9, 1-11.	1.9	140
42	Calidad de vida en pacientes con esquizofrenia de ascendencia étnica aymara en el norte de Chile. Revista De PsiquiatrÃa Y Salud Mental, 2012, 5, 121-126.	1.0	9
43	Burden of care in Aymara caregivers of patients with schizophrenia. Revista De PsiquiatrÃa Y Salud Mental (English Edition), 2012, 5, 191-196.	0.2	9
44	Quality of life of schizophrenia patients of Aymaran ethnic background in the north of Chile. Revista De PsiquiatrÃa Y Salud Mental (English Edition), 2012, 5, 121-126.	0.2	2
45	Coping Strategies in Aymara Caregivers of Patients with Schizophrenia. Journal of Immigrant and Minority Health, 2012, 14, 497-501.	0.8	11
46	Pattern of craving response among smokers exposed to virtual reality. European Psychiatry, 2011, 26, 91-91.	0.1	0
47	Associations between sociocultural pressures to be thin, body distress, and eating disorder symptomatology among Chilean adolescent girls. Body Image, 2011, 8, 78-81.	1.9	30
48	Attitudes and burden in relatives of patients with schizophrenia in a middle income country. BMC Family Practice, 2011, 12, 101.	2.9	36
49	Identifying Specific Cues and Contexts Related to Smoking Craving for the Development of Effective Virtual Environments. Cyberpsychology, Behavior, and Social Networking, 2011, 14, 91-97.	2.1	23
50	Body Image in Eating Disorders: The Influence of Exposure to Virtual-Reality Environments. Cyberpsychology, Behavior, and Social Networking, 2010, 13, 521-531.	2.1	44
51	Effect of the mood produced by virtual reality exposure on body image disturbances. Studies in Health Technology and Informatics, 2010, 154, 44-9.	0.2	5
52	Efficacy of virtual reality in triggering the craving to smoke: its relation to level of presence and nicotine dependence. Studies in Health Technology and Informatics, 2010, 154, 123-7.	0.2	19
53	The Validity of Virtual Environments for Eliciting Emotional Responses in Patients With Eating Disorders and in Controls. Behavior Modification, 2009, 33, 830-854.	1.1	71
54	Effects of a psychoeducational intervention program on the attitudes and health perceptions of relatives of patients with schizophrenia. Social Psychiatry and Psychiatric Epidemiology, 2009, 44, 343-348.	1.6	37

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#	Article	IF	CITATIONS
55	Body Image Assessment Software: Psychometric data. Behavior Research Methods, 2008, 40, 394-407.	2.3	36
56	Assessment of Emotional Reactivity Produced by Exposure to Virtual Environments in Patients with Eating Disorders. Cyberpsychology, Behavior and Social Networking, 2006, 9, 507-513.	2.2	46
57	A program for assessing body image disturbance using adjustable partial image distortion. Behavior Research Methods, 2005, 37, 638-643.	2.3	24