

Pedro S Gamito

List of Publications by Year in descending order

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Version: 2024-02-01

57
papers

839
citations

687363
13
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552781
26
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67
all docs

67
docs citations

67
times ranked

1033
citing authors

#	ARTICLE	IF	CITATIONS
1	Relaxing in virtual reality: one synthetic agent relaxes all. <i>Virtual Reality</i> , 2023, 27, 439-449.	6.1	1
2	Computerized cognitive training using virtual reality on everyday life activities for patients recovering from stroke. <i>Disability and Rehabilitation: Assistive Technology</i> , 2022, 17, 298-303.	2.2	13
3	Virtual Reality Cognitive Training Among Individuals With Alcohol Use Disorder Undergoing Residential Treatment: Pilot Randomized Controlled Trial. <i>Journal of Medical Internet Research</i> , 2021, 23, e18482.	4.3	13
4	Virtual Reality-Based Cognitive Stimulation on People with Mild to Moderate Dementia due to Alzheimer's Disease: A Pilot Randomized Controlled Trial. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 5290.	2.6	54
5	GBL for Psychological Intervention Related Skills: What Challenges? What Paths?. , 2021, , .		1
6	Is Pupil Activity Associated With the Strength of Memory Signal for Words in a Continuous Recognition Memory Paradigm?. <i>Frontiers in Psychology</i> , 2021, 12, 686183.	2.1	0
7	AUTOMOTIVE: A Case Study on AUTOMATIC multiMODal Drowsiness detection for smart VEHICLES. <i>IEEE Access</i> , 2021, 9, 153678-153700.	4.2	4
8	Virtual Reality-Based Cognitive Stimulation to Improve Cognitive Functioning in Community Elderly: A Controlled Study. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020, 23, 150-156.	3.9	42
9	Adaptive Non-Immersive VR Environment for Eliciting Fear of Cockroaches: A Physiology-Driven Approach Combined with 3D-TV Exposure. <i>International Journal of Psychological Research</i> , 2020, 13, 99-108.	0.6	0
10	VR-Based Assessment and Intervention of Cognitive Functioning after Stroke. , 2020, , 29-40.		0
11	Cognitive Stimulation of Elderly Individuals with Instrumental Virtual Reality-Based Activities of Daily Life: Pre-Post Treatment Study. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019, 22, 69-75.	3.9	41
12	User involvement in virtual and augmented technologies and games for rehabilitation and learning: ICDVRAT-ITAG special issue. <i>Journal of Enabling Technologies</i> , 2019, 13, 57-58.	1.2	0
13	Using VR for Obsessive-Compulsive and Related Disorders. <i>Virtual Reality Technologies for Health and Clinical Applications</i> , 2019, , 103-130.	0.8	1
14	Performance on naturalistic virtual reality tasks depends on global cognitive functioning as assessed via traditional neurocognitive tests. <i>Applied Neuropsychology Adult</i> , 2018, 25, 555-561.	1.2	17
15	Cognitive training on stroke patients via virtual reality-based serious games. <i>Disability and Rehabilitation</i> , 2017, 39, 385-388.	1.8	163
16	The Art Gallery Test: A Preliminary Comparison between Traditional Neuropsychological and Ecological VR-Based Tests. <i>Frontiers in Psychology</i> , 2017, 8, 1911.	2.1	11
17	Cognitive Training through mHealth for Individuals with Substance Use Disorder. <i>Methods of Information in Medicine</i> , 2017, 56, 156-161.	1.2	15
18	Eye Movement Analysis and Cognitive Assessment. <i>Methods of Information in Medicine</i> , 2017, 56, 112-116.	1.2	8

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19	Cognitive Improvement via mHealth for Patients Recovering from Substance Use Disorder. Communications in Computer and Information Science, 2017, , 69-82.	0.5	1
20	Affective and physiological correlates of the perception of unimodal and bimodal emotional stimuli. Psicothema, 2017, 29, 364-369.	0.9	9
21	Assessment of Attentional and Mnesic Processes Through Gaze Tracking Analysis: Inferences from Comparative Search Tasks Embedded in VR Serious Games. Communications in Computer and Information Science, 2017, , 26-34.	0.5	1
22	Neuropsychological Predictors of Alcohol Abstinence Following a Detoxification Program. Communications in Computer and Information Science, 2017, , 141-149.	0.5	0
23	Ecologically-oriented approach for cognitive assessment in the elderly. , 2016, , .		0
24	Evaluation of Cognitive Functions through the Systemic Lisbon Battery: Normative Data. Methods of Information in Medicine, 2016, 55, 93-97.	1.2	9
25	The effect of fat content on visual attention and choice of red meat and differences across gender. Food Quality and Preference, 2016, 52, 42-51.	4.6	33
26	Computer-assisted assessment of cognitive functioning in the elderly through the systemic Lisbon battery. , 2016, , .		0
27	The effect of virtual reality-based serious games in cognitive interventions. , 2016, , .		6
28	The Immersive Virtual Reality Experience: A Typology of Users Revealed Through Multiple Correspondence Analysis Combined with Cluster Analysis Technique. Cyberpsychology, Behavior, and Social Networking, 2016, 19, 209-216.	3.9	36
29	Frequency is not enough: Patterns of use associated with risk of Internet addiction in Portuguese adolescents. Computers in Human Behavior, 2016, 58, 471-478.	8.5	27
30	Neuropsychological Status of Heroin Users Undergoing Methadone Maintenance in Harm Reduction Program and Therapeutic Community. International Journal of Mental Health and Addiction, 2016, 14, 141-148.	7.4	3
31	THE USE OF EYE TRACKING IN NON-IMMERSIVE VIRTUAL REALITY FOR COGNITIVE ASSESSMENT. Psicologia, Saúde & Doenças, 2016, 17, 23-31.	0.1	5
32	Systemic Lisbon Battery: Normative Data for Memory and Attention Assessments. JMIR Rehabilitation and Assistive Technologies, 2016, 3, e5.	2.2	6
33	Show me your eyes! The combined use of eye tracking and virtual reality applications for cognitive assessment. , 2015, , .		13
34	Computer-assisted therapy. , 2015, , .		1
35	Cognitive stimulation of alcoholics through VR-based Instrumental Activities of Daily Living. , 2015, , .		3
36	15. Active Confluence: A Proposal to Integrate Social and Health Support with Technological Tools. , 2015, , 262-274.		0

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37	Virtual Kitchen Test. Methods of Information in Medicine, 2015, 54, 122-126.	1.2	12
38	Assessing Cognitive Functions with VR-Based Serious Games that Reproduce Daily Life: Pilot Testing for Normative Values. Communications in Computer and Information Science, 2015, , 1-10.	0.5	0
39	Virtual exercises to promote cognitive recovery in stroke patients: the comparison between head mounted displays versus screen exposure methods. International Journal on Disability and Human Development, 2014, 13, .	0.2	16
40	Eliciting Nicotine Craving with Virtual Smoking Cues. Cyberpsychology, Behavior, and Social Networking, 2014, 17, 556-561.	3.9	32
41	Executive Functioning in Alcoholics Following an mHealth Cognitive Stimulation Program: Randomized Controlled Trial. Journal of Medical Internet Research, 2014, 16, e102.	4.3	59
42	Normative data for a cognitive VR rehab serious games-based approach. , 2014, , .		3
43	Cognitive assessment of stroke patients with mobile apps: a controlled study. Studies in Health Technology and Informatics, 2014, 199, 103-7.	0.3	11
44	The roles of word concreteness and cognitive load on interhemispheric processes of recognition. Laterality, 2013, 18, 203-215.	1.0	13
45	Executive functioning in addicts following health mobile cognitive stimulation Evidence from alcohol and heroin patients. , 2013, , .		0
46	Executive functioning in addicts following health mobile cognitive stimulation Evidence from alcohol and heroin patients. , 2013, , .		0
47	Assessment of frontal brain functions in alcoholics following a health mobile cognitive stimulation approach. Studies in Health Technology and Informatics, 2013, 191, 110-4.	0.3	4
48	The contribution of a VR-based programme in cognitive rehabilitation following stroke. , 2011, , .		3
49	Hemispheric asymmetry in recognition memory: Effects of retention level on the recognition of Portuguese words. International Journal of Psychology, 2011, 46, 119-126.	2.8	1
50	Traumatic brain injury memory training: a virtual reality online solution. International Journal on Disability and Human Development, 2011, 10, .	0.2	31
51	Virtual reality exposure on nicotine craving. Studies in Health Technology and Informatics, 2011, 167, 63-8.	0.3	6
52	Rasch-modeling the Portuguese SOCRATES in a clinical sample.. Psychology of Addictive Behaviors, 2010, 24, 355-359.	2.1	3
53	Serious Games for Serious problems: from Ludicus to Therapeuticus. , 2010, , .		19
54	PTSD Elderly War Veterans: A Clinical Controlled Pilot Study. Cyberpsychology, Behavior, and Social Networking, 2010, 13, 43-48.	3.9	76

#	ARTICLE	IF	CITATIONS
55	NeuAR – A Review of the VR/AR Applications in the Neuroscience Domain. , 0, , .		4
56	Virtual reality therapy controlled study for war veterans with PTSD. Preliminary results. Frontiers in Neuroengineering, 0, 2, .	4.8	2
57	PTSD Elderly War Veterans: A Clinical Controlled Pilot Study. Cyberpsychology, Behavior and Social Networking, 0, , 091220084725062.	2.2	0