

# Javier Marin-Morales

## List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

24  
papers

273  
citations

8  
h-index

16  
g-index

31  
ext. papers

503  
ext. citations

2.6  
avg, IF

3.6  
L-index

#	Paper	IF	Citations
24	Affective computing in virtual reality: emotion recognition from brain and heartbeat dynamics using wearable sensors. <i>Scientific Reports</i> , <b>2018</b> , 8, 13657	4.9	124
23	Emotion Recognition in Immersive Virtual Reality: From Statistics to Affective Computing. <i>Sensors</i> , <b>2020</b> , 20,	3.8	29
22	Real vs. immersive-virtual emotional experience: Analysis of psycho-physiological patterns in a free exploration of an art museum. <i>PLoS ONE</i> , <b>2019</b> , 14, e0223881	3.7	19
21	Navigation Comparison between a Real and a Virtual Museum: Time-dependent Differences using a Head Mounted Display. <i>Interacting With Computers</i> , <b>2019</b> , 31, 208-220	1.6	16
20	Application of Supervised Machine Learning for Behavioral Biomarkers of Autism Spectrum Disorder Based on Electrodermal Activity and Virtual Reality. <i>Frontiers in Human Neuroscience</i> , <b>2020</b> , 14, 90	3.3	14
19	Design and Development of Driving Simulator Scenarios for Road Validation Studies. <i>Transportation Research Procedia</i> , <b>2016</b> , 18, 289-296	2.4	14
18	Validation of a Low-Cost Driving Simulator Based on Continuous Speed Profiles. <i>Transportation Research Record</i> , <b>2016</b> , 2602, 104-114	1.7	13
17	Machine Learning and Virtual Reality on Body Movements' Behaviors to Classify Children with Autism Spectrum Disorder. <i>Journal of Clinical Medicine</i> , <b>2020</b> , 9,	5.1	12
16	Development and Calibration of an Eye-Tracking Fixation Identification Algorithm for Immersive Virtual Reality. <i>Sensors</i> , <b>2020</b> , 20,	3.8	8
15	Heart rate variability analysis for the assessment of immersive emotional arousal using virtual reality: Comparing real and virtual scenarios. <i>PLoS ONE</i> , <b>2021</b> , 16, e0254098	3.7	4
14	Eye gaze as a biomarker in the recognition of autism spectrum disorder using virtual reality and machine learning: A proof of concept for diagnosis. <i>Autism Research</i> , <b>2021</b> ,	5.1	3
13	Recognizing Decision-Making Using Eye Movement: A Case Study With Children. <i>Frontiers in Psychology</i> , <b>2020</b> , 11, 570470	3.4	3
12	Recognition of Customers' Impulsivity from Behavioral Patterns in Virtual Reality. <i>Applied Sciences (Switzerland)</i> , <b>2021</b> , 11, 4399	2.6	3
11	BASES METODOLÓGICAS PARA UNA NUEVA PLATAFORMA DE MEDIDA DEL COMPORTAMIENTO HUMANO EN ENTORNOS VIRTUALES. <i>Dyna (Spain)</i> , <b>2017</b> , 92, 34-38	0.4	2
10	An Immersive Serious Game for the Behavioral Assessment of Psychological Needs. <i>Applied Sciences (Switzerland)</i> , <b>2021</b> , 11, 1971	2.6	2
9	Recognizing Personality Traits Using Consumer Behavior Patterns in a Virtual Retail Store.. <i>Frontiers in Psychology</i> , <b>2022</b> , 13, 752073	3.4	2
8	Segmentation of Areas of Interest Inside a Virtual Reality Store. <i>Communications in Computer and Information Science</i> , <b>2020</b> , 92-98	0.3	1

7	Why Do We Take Risks? Perception of the Situation and Risk Proneness Predict Domain-Specific Risk Taking. <i>Frontiers in Psychology</i> , <b>2021</b> , 12, 562381	3.4	1
6	Combining Virtual Reality and Organizational Neuroscience for Leadership Assessment. <i>Applied Sciences (Switzerland)</i> , <b>2021</b> , 11, 5956	2.6	1
5	An Immersive Virtual Reality Game for Predicting Risk Taking through the Use of Implicit Measures. <i>Applied Sciences (Switzerland)</i> , <b>2021</b> , 11, 825	2.6	1
4	Do You See What I See? Effectiveness of 360-Degree vs. 2D Video Ads Using a Neuroscience Approach. <i>Frontiers in Psychology</i> , <b>2021</b> , 12, 612717	3.4	1
3	Optimizing Virtual Reality Eye Tracking Fixation Algorithm Thresholds Based on Shopper Behavior and Age. <i>Communications in Computer and Information Science</i> , <b>2020</b> , 64-69	0.3	
2	Speech Emotion Recognition from Social Media Voice Messages Recorded in the Wild. <i>Communications in Computer and Information Science</i> , <b>2020</b> , 330-336	0.3	
1	Comparing Eye Tracking and Head Tracking During a Visual Attention Task in Immersive Virtual Reality. <i>Lecture Notes in Computer Science</i> , <b>2021</b> , 32-43	0.9	