

Javier Marin-Morales

List of Publications by Year in Descending Order

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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	Recognizing Personality Traits Using Consumer Behavior Patterns in a Virtual Retail Store.. <i>Frontiers in Psychology</i> , 2022 , 13, 752073	3.4	2
23	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> , 2021 ,	5.1	3
22	Why Do We Take Risks? Perception of the Situation and Risk Proneness Predict Domain-Specific Risk Taking. <i>Frontiers in Psychology</i> , 2021 , 12, 562381	3.4	1
21	Recognition of Customers' Impulsivity from Behavioral Patterns in Virtual Reality. <i>Applied Sciences (Switzerland)</i> , 2021 , 11, 4399	2.6	3
20	Combining Virtual Reality and Organizational Neuroscience for Leadership Assessment. <i>Applied Sciences (Switzerland)</i> , 2021 , 11, 5956	2.6	1
19	Heart rate variability analysis for the assessment of immersive emotional arousal using virtual reality: Comparing real and virtual scenarios. <i>PLoS ONE</i> , 2021 , 16, e0254098	3.7	4
18	Comparing Eye Tracking and Head Tracking During a Visual Attention Task in Immersive Virtual Reality. <i>Lecture Notes in Computer Science</i> , 2021 , 32-43	0.9	
17	An Immersive Virtual Reality Game for Predicting Risk Taking through the Use of Implicit Measures. <i>Applied Sciences (Switzerland)</i> , 2021 , 11, 825	2.6	1
16	Do You See What I See? Effectiveness of 360-Degree vs. 2D Video Ads Using a Neuroscience Approach. <i>Frontiers in Psychology</i> , 2021 , 12, 612717	3.4	1
15	An Immersive Serious Game for the Behavioral Assessment of Psychological Needs. <i>Applied Sciences (Switzerland)</i> , 2021 , 11, 1971	2.6	2
14	Machine Learning and Virtual Reality on Body Movements' Behaviors to Classify Children with Autism Spectrum Disorder. <i>Journal of Clinical Medicine</i> , 2020 , 9,	5.1	12
13	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> , 2020 , 14, 90	3.3	14
12	Segmentation of Areas of Interest Inside a Virtual Reality Store. <i>Communications in Computer and Information Science</i> , 2020 , 92-98	0.3	1
11	Optimizing Virtual Reality Eye Tracking Fixation Algorithm Thresholds Based on Shopper Behavior and Age. <i>Communications in Computer and Information Science</i> , 2020 , 64-69	0.3	
10	Speech Emotion Recognition from Social Media Voice Messages Recorded in the Wild. <i>Communications in Computer and Information Science</i> , 2020 , 330-336	0.3	
9	Recognizing Decision-Making Using Eye Movement: A Case Study With Children. <i>Frontiers in Psychology</i> , 2020 , 11, 570470	3.4	3
8	Emotion Recognition in Immersive Virtual Reality: From Statistics to Affective Computing. <i>Sensors</i> , 2020 , 20,	3.8	29

7	Development and Calibration of an Eye-Tracking Fixation Identification Algorithm for Immersive Virtual Reality. <i>Sensors</i> , 2020 , 20,	3.8	8
6	Navigation Comparison between a Real and a Virtual Museum: Time-dependent Differences using a Head Mounted Display. <i>Interacting With Computers</i> , 2019 , 31, 208-220	1.6	16
5	Real vs. immersive-virtual emotional experience: Analysis of psycho-physiological patterns in a free exploration of an art museum. <i>PLoS ONE</i> , 2019 , 14, e0223881	3.7	19
4	Affective computing in virtual reality: emotion recognition from brain and heartbeat dynamics using wearable sensors. <i>Scientific Reports</i> , 2018 , 8, 13657	4.9	124
3	BASES METODOLÓGICAS PARA UNA NUEVA PLATAFORMA DE MEDIDA DEL COMPORTAMIENTO HUMANO EN ENTORNOS VIRTUALES. <i>Dyna (Spain)</i> , 2017 , 92, 34-38	0.4	2
2	Design and Development of Driving Simulator Scenarios for Road Validation Studies. <i>Transportation Research Procedia</i> , 2016 , 18, 289-296	2.4	14
1	Validation of a Low-Cost Driving Simulator Based on Continuous Speed Profiles. <i>Transportation Research Record</i> , 2016 , 2602, 104-114	1.7	13