

Claudia Carissoli

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7878234/publications.pdf>

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13
papers

366
citations

1307594

7
h-index

1372567

10
g-index

14
all docs

14
docs citations

14
times ranked

518
citing authors

#	ARTICLE	IF	CITATIONS
1	Videogames for Emotion Regulation: A Systematic Review. <i>Games for Health Journal</i> , 2018, 7, 85-99.	2.0	172
2	Does a Meditation Protocol Supported by a Mobile Application Help People Reduce Stress? Suggestions from a Controlled Pragmatic Trial. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2015, 18, 46-53.	3.9	96
3	Factors Affecting Students' Acceptance of Tablet PCs: A Study in Italian High Schools. <i>Journal of Research on Technology in Education</i> , 2018, 50, 120-133.	6.5	29
4	Can Videogames Be Used to Promote Emotional Intelligence in Teenagers? Results from EmotivaMente, a School Program. <i>Games for Health Journal</i> , 2019, 8, 407-413.	2.0	20
5	Students' acceptance of tablet PCs in Italian high schools: Profiles and differences. <i>British Journal of Educational Technology</i> , 2018, 49, 533-544.	6.3	18
6	An Emerging Model of Pregnancy Care. <i>Advances in Psychology, Mental Health, and Behavioral Studies</i> , 2016, , 162-192.	0.1	11
7	Assessing the Emotional State of Job Applicants Through a Virtual Reality Simulation: A Psycho-Physiological Study. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2017, , 119-126.	0.3	9
8	Mobile well-being in pregnancy: suggestions from a quasi-experimental controlled study. <i>Behaviour and Information Technology</i> , 2022, 41, 1639-1651.	4.0	6
9	Parental Attitudes toward Videogames at School. <i>Computers in the Schools</i> , 2019, 36, 188-204.	1.0	2
10	Promoting Wellbeing in Pregnancy: A Multi-component Positive Psychology and Mindfulness-Based Mobile App. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2019, , 250-262.	0.3	2
11	APRIL: Personal Robots at Your Service. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2021, 24, 499-500.	3.9	0
12	Real Organ Generation: Virtual 3D Organs Help Train Surgeons. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2021, 24, 578-578.	3.9	0
13	ACCRA: Robot Assistants Help the Elderly Stay Independent. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2021, 24, 630-630.	3.9	0