Cristina Maghini

List of Publications by Year
in descending order

22 papers	429 citations	949033 11 h-index	1051228 16 g-index
23 all docs	23 docs citations	23 times ranked	735 citing authors

#	Article	IF	Citations
1	Development and Preliminary Testing of a System for the Multimodal Analysis of Gait Training in a Virtual Reality Environment. Electronics (Switzerland), 2021, 10, 2838.	1.8	2
2	Effect of Robot-Assisted Gait Training in a Large Population of Children With Motor Impairment Due to Cerebral Palsy or Acquired Brain Injury. Archives of Physical Medicine and Rehabilitation, 2020, 101, 106-112.	0.5	28
3	Learning My Way: A Pilot Study of Navigation Skills in Cerebral Palsy in Immersive Virtual Reality. Frontiers in Psychology, 2020, 11, 591296.	1.1	7
4	Minimum Clinically Important Difference of Gross Motor Function and Gait Endurance in Children with Motor Impairment: A Comparison of Distribution-Based Approaches. BioMed Research International, 2020, 2020, 1-9.	0.9	43
5	Defining the clinical-genetic and neuroradiological features in SPG54: description of eight additional cases and nine novel DDHD2 variants. Journal of Neurology, 2019, 266, 2657-2664.	1.8	19
6	Chromothripsis and ring chromosome 22: a paradigm of genomic complexity in the Phelan-McDermid syndrome (22q13 deletion syndrome). Journal of Medical Genetics, 2018, 55, 269-277.	1.5	22
7	Immersive Virtual Reality to Improve Walking Abilities in Cerebral Palsy: A Pilot Study. Annals of Biomedical Engineering, 2018, 46, 1376-1384.	1.3	43
8	Movement Velocity and Fluidity Improve after Armeo®Spring Rehabilitation in Children Affected by Acquired and Congenital Brain Diseases: An Observational Study. BioMed Research International, 2018, 2018, 1-8.	0.9	11
9	Effects of dose and duration of Robot-Assisted Gait Training on walking ability of children affected by cerebral palsy. Technology and Health Care, 2017, 25, 671-681.	0.5	31
10	An Immersive Virtual Reality Platform to Enhance Walking Ability of Children with Acquired Brain Injuries. Methods of Information in Medicine, 2017, 56, 119-126.	0.7	47
11	Quantitative Evaluation of Performance during Robot-assisted Treatment. Methods of Information in Medicine, 2016, 55, 84-88.	0.7	10
12	Whole-Brain DTI Assessment of White Matter Damage in Children with Bilateral Cerebral Palsy: Evidence of Involvement beyond the Primary Target of the Anoxic Insult. American Journal of Neuroradiology, 2016, 37, 1347-1353.	1.2	37
13	Immersive virtual reality platform for cerebral palsy rehabilitation. , 2016, , .		4
14	Can new technologies improve upper limb performance in grown-up diplegic children?. European Journal of Physical and Rehabilitation Medicine, 2016, 52, 672-681.	1.1	14
15	A New Quantitative Performance Parameter for Monitoring Robotics Rehabilitation Treatment: Technical Guidelines. Communications in Computer and Information Science, 2015, , 45-54.	0.4	2
16	Improving walking ability of children with acquired brain injuries by means of an immersive virtual reality platform. , 2015, , .		1
17	Gait rehabilitation with a high tech platform based on virtual reality conveys improvements in walking ability of children suffering from acquired brain injury. , 2015, 2015, 7406-9.		6
18	An ecological evaluation of the metabolic benefits due to robot-assisted gait training. , 2015, 2015, 3590-3.		3

#	Article	IF	Citations
19	Mutations in CYP2U1, DDHD2 and GBA2 genes are rare causes of complicated forms of hereditary spastic paraparesis. Journal of Neurology, 2014, 261, 373-381.	1.8	62
20	A new quantitative performance parameter for monitoring robotics rehabilitation treatment. , 2014, , .		2
21	Efficacy of robotic-assisted gait training compared with intensive task-oriented physiotherapy for children with Cerebral Palsy. , 2012, , .		7
22	The Effect of Frequency of Cerebral Palsy Treatment: A Matched-Pair Pilot Study. Pediatric Neurology, 2008, 39, 335-340.	1.0	28