

# Kim MartÃ-nez

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8464840/publications.pdf>

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#	ARTICLE	IF	CITATIONS
1	Awareness, Prevention, Detection, and Therapy Applications for Depression and Anxiety in Serious Games for Children and Adolescents: Systematic Review. JMIR Serious Games, 2021, 9, e30482.	3.1	17
2	VIRTUAL REALITY OPPORTUNITIES IN THE REDUCTION OF OCCUPATIONAL HAZARDS IN INDUSTRY 4.0. Dyna (Spain), 2021, 96, 620-626.	0.2	5
3	Considering User Experience Parameters in the Evaluation of VR Serious Games. Lecture Notes in Computer Science, 2020, , 186-193.	1.3	1