

# Daniele Di Lernia

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/885558/publications.pdf>

Version: 2024-02-01

28  
papers

670  
citations

687335

13  
h-index

610883

24  
g-index

39  
all docs

39  
docs citations

39  
times ranked

686  
citing authors

#	ARTICLE	IF	CITATIONS
1	Pain in the body. Altered interoception in chronic pain conditions: A systematic review. <i>Neuroscience and Biobehavioral Reviews</i> , 2016, 71, 328-341.	6.1	105
2	Embodied Medicine: Mens Sana in Corpore Virtuale Sano. <i>Frontiers in Human Neuroscience</i> , 2017, 11, 120.	2.0	71
3	Feel the Time. Time Perception as a Function of Interoceptive Processing. <i>Frontiers in Human Neuroscience</i> , 2018, 12, 74.	2.0	53
4	Virtual Reality for Traumatic Brain Injury. <i>Frontiers in Neurology</i> , 2018, 9, 345.	2.4	49
5	COVID Feel Good—An Easy Self-Help Virtual Reality Protocol to Overcome the Psychological Burden of Coronavirus. <i>Frontiers in Psychiatry</i> , 2020, 11, 563319.	2.6	42
6	What Is the Role of the Placebo Effect for Pain Relief in Neurorehabilitation? Clinical Implications From the Italian Consensus Conference on Pain in Neurorehabilitation. <i>Frontiers in Neurology</i> , 2018, 9, 310.	2.4	40
7	Altered Interoceptive Perception and the Effects of Interoceptive Analgesia in Musculoskeletal, Primary, and Neuropathic Chronic Pain Conditions. <i>Journal of Personalized Medicine</i> , 2020, 10, 201.	2.5	34
8	A Virtual Reality-Based Self-Help Intervention for Dealing with the Psychological Distress Associated with the COVID-19 Lockdown: An Effectiveness Study with a Two-Week Follow-Up. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 8188.	2.6	32
9	Ghosts in the Machine. Interoceptive Modeling for Chronic Pain Treatment. <i>Frontiers in Neuroscience</i> , 2016, 10, 314.	2.8	30
10	The Role of Age on Multisensory Bodily Experience: An Experimental Study with a Virtual Reality Full-Body Illusion. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2018, 21, 304-310.	3.9	27
11	Toward an Embodied Medicine: A Portable Device with Programmable Interoceptive Stimulation for Heart Rate Variability Enhancement. <i>Sensors</i> , 2018, 18, 2469.	3.8	27
12	Virtual Reality for Anxiety Disorders: Rethinking a Field in Expansion. <i>Advances in Experimental Medicine and Biology</i> , 2020, 1191, 389-414.	1.6	18
13	Regenerative Virtual Therapy: The Use of Multisensory Technologies and Mindful Attention for Updating the Altered Representations of the Bodily Self. <i>Frontiers in Systems Neuroscience</i> , 2021, 15, 749268.	2.5	17
14	Positive and Transformative Technologies for Active Ageing. <i>Studies in Health Technology and Informatics</i> , 2016, 220, 308-15.	0.3	17
15	Interoceptive Axes Dissociation in Anorexia Nervosa: A Single Case Study With Follow Up Post-recovery Assessment. <i>Frontiers in Psychology</i> , 2019, 9, 2488.	2.1	15
16	Robots Are Not All the Same: Young Adults' Expectations, Attitudes, and Mental Attribution to Two Humanoid Social Robots. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2021, 24, 307-314.	3.9	15
17	Using virtual reality to target positive autobiographical memory in individuals with moderate-to-moderately severe depressive symptoms: A single case experimental design. <i>Internet Interventions</i> , 2021, 25, 100407.	2.7	14
18	Emerging Adults' Expectations About the Next Generation of Robots: Exploring Robotic Needs Through a Latent Profile Analysis. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2021, 24, 315-323.	3.9	10

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19	COVID Feel Good: Evaluation of a Self-Help Protocol to Overcome the Psychological Burden of the COVID-19 Pandemic in a German Sample. <i>Journal of Clinical Medicine</i> , 2022, 11, 2080.	2.4	9
20	Event-related transcutaneous vagus nerve stimulation modulates behaviour and pupillary responses during an auditory oddball task. <i>Psychoneuroendocrinology</i> , 2022, 140, 105719.	2.7	9
21	The role of reference frames in memory recollection. <i>Behavioral and Brain Sciences</i> , 2019, 42, e296.	0.7	4
22	iStim. A New Portable Device for Interoceptive Stimulation. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2018, , 42-49.	0.3	3
23	Neuroinflammation, body temperature and behavioural changes in CD1 male mice undergoing acute restraint stress: An exploratory study. <i>PLoS ONE</i> , 2021, 16, e0259938.	2.5	3
24	Being socially uninterested versus not having social prediction skills: The impact of multisensory integration deficits on social skills in autism. <i>Behavioral and Brain Sciences</i> , 2019, 42, .	0.7	2
25	Psychological Correlates of Interoceptive Perception in Healthy Population. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2019, , 71-82.	0.3	0
26	Technological Interventions for Post-traumatic Stress Disorder. , 2021, , .		0
27	State of Consciousness. , 2021, , 1-8.		0
28	Consciousness (States of) (also Ecstasy). , 2020, , 1-8.		0