

Daniele Di Lernia

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.

27
papers

360
citations

10
h-index

18
g-index

38
ext. papers

510
ext. citations

3.5
avg, IF

3.76
L-index

#	Paper	IF	Citations
27	Event-related transcutaneous vagus nerve stimulation modulates behaviour and pupillary responses during an auditory oddball task.. <i>Psychoneuroendocrinology</i> , 2022 , 140, 105719	5	0
26	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	3.5	1
25	State of Consciousness 2021 , 1-8		
24	Neuroinflammation, body temperature and behavioural changes in CD1 male mice undergoing acute restraint stress: An exploratory study. <i>PLoS ONE</i> , 2021 , 16, e0259938	3.7	0
23	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	4.4	2
22	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	4.4	4
21	Technological Interventions for Post-traumatic Stress Disorder 2021 ,		
20	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,	4.6	8
19	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	4.4	4
18	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,	3.6	5
17	Virtual Reality for Anxiety Disorders: Rethinking a Field in Expansion. <i>Advances in Experimental Medicine and Biology</i> , 2020 , 1191, 389-414	3.6	7
16	The role of reference frames in memory recollection. <i>Behavioral and Brain Sciences</i> , 2020 , 42, e296	0.9	3
15	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	5	18
14	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	0.2	
13	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,	0.9	1
12	Interoceptive Axes Dissociation in Anorexia Nervosa: A Single Case Study With Follow Up Post-recovery Assessment. <i>Frontiers in Psychology</i> , 2018 , 9, 2488	3.4	9
11	Toward an Embodied Medicine: A Portable Device with Programmable Interoceptive Stimulation for Heart Rate Variability Enhancement. <i>Sensors</i> , 2018 , 18,	3.8	19

10	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	4.1	31
9	Virtual Reality for Traumatic Brain Injury. <i>Frontiers in Neurology</i> , 2018 , 9, 345	4.1	32
8	Feel the Time. Time Perception as a Function of Interoceptive Processing. <i>Frontiers in Human Neuroscience</i> , 2018 , 12, 74	3.3	32
7	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	0.2	2
6	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	4.4	23
5	Embodied Medicine: Mens Sana in Corpore Virtuale Sano. <i>Frontiers in Human Neuroscience</i> , 2017 , 11, 120	3.3	43
4	Pain in the body. Altered interoception in chronic pain conditions: A systematic review. <i>Neuroscience and Biobehavioral Reviews</i> , 2016 , 71, 328-341	9	68
3	Ghosts in the Machine. Interoceptive Modeling for Chronic Pain Treatment. <i>Frontiers in Neuroscience</i> , 2016 , 10, 314	5.1	20
2	Positive and Transformative Technologies for Active Ageing. <i>Studies in Health Technology and Informatics</i> , 2016 , 220, 308-15	0.5	17
1	Altered inner body perception in anorexia and bulimia nervosa: a systematic review		3