

Giuseppe Riva

List of Publications by Citations

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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.

558 papers	13,938 citations	59 h-index	88 g-index
714 ext. papers	17,447 ext. citations	3.5 avg, IF	7.2 L-index

#	Paper	IF	Citations
558	Affective interactions using virtual reality: the link between presence and emotions. <i>Cyberpsychology, Behavior and Social Networking</i> , 2007 , 10, 45-56		488
557	Virtual reality in psychotherapy: review. <i>Cyberpsychology, Behavior and Social Networking</i> , 2005 , 8, 220-30; discussion 231-40		254
556	The Past, Present, and Future of Virtual and Augmented Reality Research: A Network and Cluster Analysis of the Literature. <i>Frontiers in Psychology</i> , 2018 , 9, 2086	3.4	252
555	Positive technology: using interactive technologies to promote positive functioning. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2012 , 15, 69-77	4.4	204
554	The use of the internet in psychological research: comparison of online and offline questionnaires. <i>Cyberpsychology, Behavior and Social Networking</i> , 2003 , 6, 73-80		174
553	eHealth for Patient Engagement: A Systematic Review. <i>Frontiers in Psychology</i> , 2015 , 6, 2013	3.4	168
552	The Psychological Impact of the COVID-19 Outbreak on Health Professionals: A Cross-Sectional Study. <i>Frontiers in Psychology</i> , 2020 , 11, 1684	3.4	165
551	The role of immersion and narrative in mediated presence: the virtual hospital experience. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2011 , 14, 99-105	4.4	158
550	A second life for eHealth: prospects for the use of 3-D virtual worlds in clinical psychology. <i>Journal of Medical Internet Research</i> , 2008 , 10, e21	7.6	155
549	Transforming Experience: The Potential of Augmented Reality and Virtual Reality for Enhancing Personal and Clinical Change. <i>Frontiers in Psychiatry</i> , 2016 , 7, 164	5	155
548	Why is Facebook so successful? Psychophysiological measures describe a core flow state while using Facebook. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2011 , 14, 723-31	4.4	153
547	Neuroscience of Virtual Reality: From Virtual Exposure to Embodied Medicine. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019 , 22, 82-96	4.4	152
546	Virtual reality training for health-care professionals. <i>Cyberpsychology, Behavior and Social Networking</i> , 2003 , 6, 389-95		147
545	RealPresence: How Different Ontologies Generate Different Criteria for Presence, Telepresence, and Virtual Presence. <i>Presence: Teleoperators and Virtual Environments</i> , 1999 , 8, 540-550	2.9	140
544	The present and future of positive technologies. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2012 , 15, 78-84	4.4	115
543	The developmental effects of media-ideal internalization and self-objectification processes on adolescents' negative body-feelings, dietary restraint, and binge eating. <i>European Child and Adolescent Psychiatry</i> , 2015 , 24, 997-1010	5.5	110
542	Egocentric and allocentric spatial reference frames in aging: A systematic review. <i>Neuroscience and Biobehavioral Reviews</i> , 2017 , 80, 605-621	9	103

541	Maximizing the Impact of e-Therapy and Serious Gaming: Time for a Paradigm Shift. <i>Frontiers in Psychiatry</i> , 2016 , 7, 65	5	102
540	From intention to action: The role of presence. <i>New Ideas in Psychology</i> , 2011 , 29, 24-37	2.5	101
539	Assessment of the emotional responses produced by exposure to real food, virtual food and photographs of food in patients affected by eating disorders. <i>Annals of General Psychiatry</i> , 2010 , 9, 30	3.4	100
538	Effectiveness of Immersive Videos in Inducing Awe: An Experimental Study. <i>Scientific Reports</i> , 2017 , 7, 1218	4.9	99
537	A mobile data collection platform for mental health research. <i>Personal and Ubiquitous Computing</i> , 2013 , 17, 241-251	2.1	96
536	Virtual Reality Body Swapping: A Tool for Modifying the Allocentric Memory of the Body. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2016 , 19, 127-33	4.4	94
535	Videogames for Emotion Regulation: A Systematic Review. <i>Games for Health Journal</i> , 2018 , 7, 85-99	4.2	91
534	The sociocognitive psychology of computer-mediated communication: the present and future of technology-based interactions. <i>Cyberpsychology, Behavior and Social Networking</i> , 2002 , 5, 581-98		90
533	The layers of presence: a bio-cultural approach to understanding presence in natural and mediated environments. <i>Cyberpsychology, Behavior and Social Networking</i> , 2004 , 7, 402-16		88
532	The key to unlocking the virtual body: virtual reality in the treatment of obesity and eating disorders. <i>Journal of Diabetes Science and Technology</i> , 2011 , 5, 283-92	4.1	86
531	Virtual Reality for Research in Social Neuroscience. <i>Brain Sciences</i> , 2017 , 7,	3.4	85
530	The neuroscience of body memory: From the self through the space to the others. <i>Cortex</i> , 2018 , 104, 241-260	3.8	83
529	Virtual reality and mobile phones in the treatment of generalized anxiety disorders: a phase-2 clinical trial. <i>Personal and Ubiquitous Computing</i> , 2013 , 17, 253-260	2.1	82
528	Psychological factors influencing the effectiveness of virtual reality-based analgesia: a systematic review. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014 , 17, 335-45	4.4	82
527	Virtual reality: an experiential tool for clinical psychology. <i>British Journal of Guidance and Counselling</i> , 2009 , 37, 337-345	0.8	82
526	A Randomised Controlled Comparison of Second-Level Treatment Approaches for Treatment-Resistant Adults with Bulimia Nervosa and Binge Eating Disorder: Assessing the Benefits of Virtual Reality Cue Exposure Therapy. <i>European Eating Disorders Review</i> , 2017 , 25, 479-490	5.3	81
525	Virtual reality for enhancing the cognitive behavioral treatment of obesity with binge eating disorder: randomized controlled study with one-year follow-up. <i>Journal of Medical Internet Research</i> , 2013 , 15, e113	7.6	80
524	Nonvisual multisensory impairment of body perception in anorexia nervosa: a systematic review of neuropsychological studies. <i>PLoS ONE</i> , 2014 , 9, e110087	3.7	79

523	Virtual reality in anxiety disorders: the past and the future. <i>Expert Review of Neurotherapeutics</i> , 2008 , 8, 215-33	4.3	76
522	May I experience more presence in doing the same thing in virtual reality than in reality? An answer from a simulated job interview. <i>Interacting With Computers</i> , 2012 , 24, 265-272	1.6	75
521	Therapeutic applications of the mobile phone. <i>British Journal of Guidance and Counselling</i> , 2009 , 37, 313-325	3.5	72
520	Is presence a technology issue? Some insights from cognitive sciences. <i>Virtual Reality</i> , 2009 , 13, 159-169	6	72
519	The role of egocentric and allocentric abilities in Alzheimer's disease: a systematic review. <i>Ageing Research Reviews</i> , 2014 , 16, 32-44	12	71
518	Intergenerational Group Reminiscence: A Potentially Effective Intervention to Enhance Elderly Psychosocial Wellbeing and to Improve Children's Perception of Aging. <i>Educational Gerontology</i> , 2014 , 40, 486-498	1.2	71
517	Neuroscience and eating disorders: the allocentric lock hypothesis. <i>Medical Hypotheses</i> , 2012 , 78, 254-7	3.8	70
516	Self-help stress management training through mobile phones: an experience with oncology nurses. <i>Psychological Services</i> , 2013 , 10, 315-322	2.5	70
515	Can relaxation training reduce emotional eating in women with obesity? An exploratory study with 3 months of follow-up. <i>Journal of the American Dietetic Association</i> , 2009 , 109, 1427-32		70
514	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
513	Italian version of the Dutch Eating Behavior Questionnaire. Psychometric proprieties and measurement invariance across sex, BMI-status and age. <i>Appetite</i> , 2013 , 71, 187-95	4.5	68
512	Experiential virtual scenarios with real-time monitoring (interreality) for the management of psychological stress: a block randomized controlled trial. <i>Journal of Medical Internet Research</i> , 2014 , 16, e167	7.6	67
511	New technologies for relaxation: The role of presence.. <i>International Journal of Stress Management</i> , 2007 , 14, 260-274	3.5	65
510	Intervention for Physician Burnout: A Systematic Review. <i>Open Medicine (Poland)</i> , 2018 , 13, 253-263	2.2	64
509	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	4.4	64
508	Virtual reality-based multidimensional therapy for the treatment of body image disturbances in obesity: a controlled study. <i>Cyberpsychology, Behavior and Social Networking</i> , 2001 , 4, 511-26		64
507	Is your phone so smart to affect your state? An exploratory study based on psychophysiological measures. <i>Neurocomputing</i> , 2012 , 84, 23-30	5.4	62
506	Transformation of flow in rehabilitation: the role of advanced communication technologies. <i>Behavior Research Methods</i> , 2006 , 38, 237-44	6.1	62

505	Virtual reality for health care: the status of research. <i>Cyberpsychology, Behavior and Social Networking</i> , 2002 , 5, 219-25		62
504	Detecting early egocentric and allocentric impairments deficits in Alzheimer's disease: an experimental study with virtual reality. <i>Frontiers in Aging Neuroscience</i> , 2015 , 7, 88	5.3	61
503	Virtual reality based experiential cognitive treatment of anorexia nervosa. <i>Journal of Behavior Therapy and Experimental Psychiatry</i> , 1999 , 30, 221-30	2.6	61
502	The Potential of Virtual Reality for the Investigation of Awe. <i>Frontiers in Psychology</i> , 2016 , 7, 1766	3.4	60
501	Assessment and rehabilitation of neglect using virtual reality: a systematic review. <i>Frontiers in Behavioral Neuroscience</i> , 2015 , 9, 226	3.5	59
500	Allocentric lock in anorexia nervosa: new evidences from neuroimaging studies. <i>Medical Hypotheses</i> , 2012 , 79, 113-7	3.8	59
499	Panic and agoraphobia in a virtual world. <i>Cyberpsychology, Behavior and Social Networking</i> , 2002 , 5, 197-202		59
498	Augmented Reality: A Brand New Challenge for the Assessment and Treatment of Psychological Disorders. <i>Computational and Mathematical Methods in Medicine</i> , 2015 , 2015, 862942	2.8	58
497	Virtual Reality in Pediatric Psychology. <i>Pediatrics</i> , 2017 , 140, S86-S91	7.4	57
496	Current State and Future Directions of Technology-Based Ecological Momentary Assessment and Intervention for Major Depressive Disorder: A Systematic Review. <i>Journal of Clinical Medicine</i> , 2019 , 8,	5.1	57
495	Virtual Reality Based Treatments in Eating Disorders and Obesity: A Review. <i>Journal of Contemporary Psychotherapy</i> , 2013 , 43, 207-221	2.3	57
494	Attachment insecurities, maladaptive perfectionism, and eating disorder symptoms: a latent mediated and moderated structural equation modeling analysis across diagnostic groups. <i>Psychiatry Research</i> , 2014 , 215, 176-84	9.9	57
493	Is severe obesity a form of addiction? Rationale, clinical approach, and controlled clinical trial. <i>Cyberpsychology, Behavior and Social Networking</i> , 2006 , 9, 457-79		57
492	Testing the original and the extended dual-pathway model of lack of control over eating in adolescent girls. A two-year longitudinal study. <i>Appetite</i> , 2014 , 82, 180-93	4.5	56
491	Toward a validation of cyber-interventions for stress disorders based on stress inoculation training: a systematic review. <i>Virtual Reality</i> , 2014 , 18, 73-87	6	54
490	A strategy for computer-assisted mental practice in stroke rehabilitation. <i>Neurorehabilitation and Neural Repair</i> , 2006 , 20, 503-7	4.7	54
489	Body-image distortion in anorexia nervosa. <i>Nature Reviews Disease Primers</i> , 2016 , 2,	51.1	53
488	Male body dissatisfaction and eating disorder symptomatology: moderating variables among men. <i>Journal of Health Psychology</i> , 2015 , 20, 80-90	3.1	52

487	Presence and rehabilitation: toward second-generation virtual reality applications in neuropsychology. <i>Journal of NeuroEngineering and Rehabilitation</i> , 2004 , 1, 9	5.3	52
486	Out of my real body: cognitive neuroscience meets eating disorders. <i>Frontiers in Human Neuroscience</i> , 2014 , 8, 236	3.3	51
485	Ambient intelligence in health care. <i>Cyberpsychology, Behavior and Social Networking</i> , 2003 , 6, 295-300		51
484	Psychological Treatments and Psychotherapies in the Neurorehabilitation of Pain: Evidences and Recommendations from the Italian Consensus Conference on Pain in Neurorehabilitation. <i>Frontiers in Psychology</i> , 2016 , 7, 115	3.4	51
483	Virtual Reality-Enhanced Cognitive-Behavioral Therapy for Morbid Obesity: A Randomized Controlled Study with 1 Year Follow-Up. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2016 , 19, 134-40	4.4	50
482	Factors affecting patients' online health information-seeking behaviours: The role of the Patient Health Engagement (PHE) Model. <i>Patient Education and Counseling</i> , 2017 , 100, 1918-1927	3.1	49
481	The effects of rTMS over the primary motor cortex: the link between action and language. <i>Neuropsychologia</i> , 2013 , 51, 8-13	3.2	49
480	Risk and maintenance factors for young women's DSM-5 eating disorders. <i>Archives of Women's Mental Health</i> , 2017 , 20, 721-731	5	48
479	Six-month follow-up of in-patient experiential cognitive therapy for binge eating disorders. <i>Cyberpsychology, Behavior and Social Networking</i> , 2003 , 6, 251-8		48
478	From psychotherapy to e-therapy: the integration of traditional techniques and new communication tools in clinical settings. <i>Cyberpsychology, Behavior and Social Networking</i> , 2003 , 6, 375-82		48
477	Virtual multiple errands test (VMET): a virtual reality-based tool to detect early executive functions deficit in Parkinson's disease. <i>Frontiers in Behavioral Neuroscience</i> , 2014 , 8, 405	3.5	47
476	Disordered eating behaviors among Italian men: objectifying media and sexual orientation differences. <i>Eating Disorders</i> , 2012 , 20, 356-67	3.9	47
475	Virtual-reality-based multidimensional therapy for the treatment of body image disturbances in binge eating disorders: a preliminary controlled study. <i>IEEE Transactions on Information Technology in Biomedicine</i> , 2002 , 6, 224-34		47
474	Modifications of body-image induced by virtual reality. <i>Perceptual and Motor Skills</i> , 1998 , 86, 163-70	2.2	47
473	The Neuropsychology of Self-Objectification. <i>European Psychologist</i> , 2015 , 20, 34-43	4.4	47
472	Comprehensive examination of the trans-diagnostic cognitive behavioral model of eating disorders in males. <i>Eating Behaviors</i> , 2014 , 15, 63-7	3	46
471	Identifying specific cues and contexts related to bingeing behavior for the development of effective virtual environments. <i>Appetite</i> , 2015 , 87, 81-9	4.5	46
470	Body Dissatisfaction and Eating Disorder Symptomatology: A Latent Structural Equation Modeling Analysis of Moderating Variables in 18-to-28-Year-Old Males. <i>Journal of Psychology: Interdisciplinary and Applied</i> , 2015 , 149, 85-112	2.7	45

469	The creative link: Investigating the relationship between social network indices, creative performance and flow in blended teams. <i>Computers in Human Behavior</i> , 2015 , 42, 157-166	7.7	45
468	The use of P300-based BCIs in amyotrophic lateral sclerosis: from augmentative and alternative communication to cognitive assessment. <i>Brain and Behavior</i> , 2012 , 2, 479-98	3.4	45
467	Using activity-related behavioural features towards more effective automatic stress detection. <i>PLoS ONE</i> , 2012 , 7, e43571	3.7	45
466	Getting lost in Alzheimer's disease: a break in the mental frame syncing. <i>Medical Hypotheses</i> , 2013 , 80, 416-21	3.8	44
465	Technologies for patient engagement. <i>Health Affairs</i> , 2013 , 32, 1172	7	44
464	Validating the Neuro VR-Based Virtual Version of the Multiple Errands Test: Preliminary Results. <i>Presence: Teleoperators and Virtual Environments</i> , 2012 , 21, 31-42	2.9	44
463	Immersive virtual reality in K-12 and higher education: A 10-year systematic review of empirical research. <i>British Journal of Educational Technology</i> , 2020 , 51, 2006-2033	4.3	44
462	Predicting onset and maintenance of men's eating disorders. <i>International Journal of Clinical and Health Psychology</i> , 2016 , 16, 247-255	5.1	44
461	Neuroimaging the consciousness of self: Review, and conceptual-methodological framework. <i>Neuroscience and Biobehavioral Reviews</i> , 2020 , 112, 164-212	9	43
460	Characteristics, Usability, and Users Experience of a System Combining Cognitive and Physical Therapy in a Virtual Environment: Positive Bike. <i>Sensors</i> , 2018 , 18,	3.8	43
459	Embodied Medicine: Mens Sana in Corpore Virtuale Sano. <i>Frontiers in Human Neuroscience</i> , 2017 , 11, 120	3.3	43
458	From allo- to egocentric spatial ability in early Alzheimer's disease: a study with virtual reality spatial tasks. <i>Cognitive Neuroscience</i> , 2013 , 4, 171-80	1.7	43
457	A Novel Virtual Reality-Based Training Protocol for the Enhancement of the "Mental Frame Syncing" in Individuals with Alzheimer's Disease: A Development-of-Concept Trial. <i>Frontiers in Aging Neuroscience</i> , 2017 , 9, 240	5.3	42
456	Does interactive media enhance the management of stress? Suggestions from a controlled study. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2012 , 15, 24-30	4.4	42
455	Virtual reality-based experiential cognitive treatment of obesity and binge-eating disorders. <i>Clinical Psychology and Psychotherapy</i> , 2000 , 7, 209-219	2.9	42
454	Usability Issues of Clinical and Research Applications of Virtual Reality in Older People: A Systematic Review. <i>Frontiers in Human Neuroscience</i> , 2020 , 14, 93	3.3	41
453	Brain-Computer Interface for Clinical Purposes: Cognitive Assessment and Rehabilitation. <i>BioMed Research International</i> , 2017 , 2017, 1695290	3	41
452	When music "flows". State and trait in musical performance, composition and listening: a systematic review. <i>Frontiers in Psychology</i> , 2015 , 6, 906	3.4	41

451	Is virtual reality always an effective stressors for exposure treatments? Some insights from a controlled trial. <i>BMC Psychiatry</i> , 2013 , 13, 52	4.2	40
450	The psychology of cyberspace: A socio-cognitive framework to computer-mediated communication. <i>New Ideas in Psychology</i> , 1997 , 15, 141-158	2.5	40
449	Effects of group experiential cognitive therapy for the treatment of panic disorder with agoraphobia. <i>Cyberpsychology, Behavior and Social Networking</i> , 2005 , 8, 387-93		40
448	Prospective Psychosocial Predictors of Onset and Cessation of Eating Pathology amongst College Women. <i>European Eating Disorders Review</i> , 2016 , 24, 251-6	5.3	39
447	From the body to the tools and back: A general framework for presence in mediated interactions. <i>Interacting With Computers</i> , 2012 , 24, 203-210	1.6	39
446	From Telehealth to E-Health: Internet and Distributed Virtual Reality in Health Care. <i>Cyberpsychology, Behavior and Social Networking</i> , 2000 , 3, 989-998		38
445	The need for change: Understanding emotion regulation antecedents and consequences using ecological momentary assessment. <i>Emotion</i> , 2020 , 20, 30-36	4.1	38
444	I'm in a virtual body: a locked allocentric memory may impair the experience of the body in both obesity and anorexia nervosa. <i>Eating and Weight Disorders</i> , 2014 , 19, 133-4	3.6	37
443	Feeling Present in the Physical World and in Computer-Mediated Environments 2014 ,		37
442	Presence and digital tourism. <i>AI and Society</i> , 2014 , 29, 521-529	2.1	37
441	The green valley: the use of mobile narratives for reducing stress in commuters. <i>Cyberpsychology, Behavior and Social Networking</i> , 2009 , 12, 155-61		37
440	Out of body, out of space: Impaired reference frame processing in eating disorders. <i>Psychiatry Research</i> , 2015 , 230, 732-4	9.9	36
439	From virtual reality to interreality in the treatment of anxiety disorders. <i>Neuropsychiatry</i> , 2011 , 1, 31-43	1.8	36
438	Interreality in practice: bridging virtual and real worlds in the treatment of posttraumatic stress disorders. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2010 , 13, 55-65	4.4	36
437	Emotional response to virtual reality exposure across different cultures: the role of the attribution process. <i>Cyberpsychology, Behavior and Social Networking</i> , 2009 , 12, 699-705		36
436	Personality of people using chat: an on-line research. <i>Cyberpsychology, Behavior and Social Networking</i> , 2005 , 8, 89-95		36
435	Virtual Reality Environment for Body Image Modification: A Multidimensional Therapy for the Treatment of Body Image in Obesity and Related Pathologies. <i>Cyberpsychology, Behavior and Social Networking</i> , 2000 , 3, 421-431		36
434	Interacting with Presence 2014 ,		36

433	Predictors of initiation and persistence of recurrent binge eating and inappropriate weight compensatory behaviors in college men. <i>International Journal of Eating Disorders</i> , 2016 , 49, 581-90	6.3	36
432	NeuroVR: an open source virtual reality platform for clinical psychology and behavioral neurosciences. <i>Studies in Health Technology and Informatics</i> , 2007 , 125, 394-9	0.5	36
431	NeuroVR 2--a free virtual reality platform for the assessment and treatment in behavioral health care. <i>Studies in Health Technology and Informatics</i> , 2011 , 163, 493-5	0.5	36
430	Developing Emotional Design: Emotions as Cognitive Processes and their Role in the Design of Interactive Technologies. <i>Frontiers in Psychology</i> , 2017 , 8, 1773	3.4	35
429	Treating body-image disturbances. <i>Communications of the ACM</i> , 1997 , 40, 69-71	2.5	35
428	Interaction and presence in the clinical relationship: virtual reality (VR) as communicative medium between patient and therapist. <i>IEEE Transactions on Information Technology in Biomedicine</i> , 2002 , 6, 198-205		35
427	Virtual Reality as an Embodied Tool to Enhance Episodic Memory in Elderly. <i>Frontiers in Psychology</i> , 2016 , 7, 1839	3.4	35
426	A Social Virtual Reality-Based Application for the Physical and Cognitive Training of the Elderly at Home. <i>Sensors</i> , 2019 , 19,	3.8	35
425	Objectified Body Consciousness (OBC) in Eating Psychopathology. <i>Assessment</i> , 2017 , 24, 252-274	3.7	34
424	Deterioration rates in Virtual Reality Therapy: An individual patient data level meta-analysis. <i>Journal of Anxiety Disorders</i> , 2019 , 61, 3-17	10.9	34
423	Virtual reality in telemedicine. <i>Telemedicine Journal and E-Health</i> , 2000 , 6, 327-40	5.9	34
422	Positive Technology and COVID-19. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020 , 23, 581-587	4.4	34
421	Virtual reality in the treatment of generalized anxiety disorders. <i>Studies in Health Technology and Informatics</i> , 2010 , 154, 39-43	0.5	34
420	Testing the cognitive-behavioural maintenance models across DSM-5 bulimic-type eating disorder diagnostic groups: a multi-centre study. <i>European Archives of Psychiatry and Clinical Neuroscience</i> , 2015 , 265, 663-76	5.1	33
419	Are the Male Body Dissatisfaction and Drive for Muscularity Scales reliable and valid instruments?. <i>Journal of Health Psychology</i> , 2015 , 20, 48-59	3.1	33
418	Virtual Reality in the Assessment and Treatment of Weight-Related Disorders. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2016 , 19, 67-73	4.4	33
417	What matters is when you play: Investigating the relationship between online video games addiction and time spent playing over specific day phases. <i>Addictive Behaviors Reports</i> , 2018 , 8, 185-188	3.7	33
416	Virtual environment for body image modification: virtual reality system for the treatment of body image disturbances. <i>Computers in Human Behavior</i> , 1998 , 14, 477-490	7.7	33

415	Mechanisms of influence of body checking on binge eating. <i>International Journal of Clinical and Health Psychology</i> , 2015 , 15, 93-104	5.1	32
414	Virtual Reality for Traumatic Brain Injury. <i>Frontiers in Neurology</i> , 2018 , 9, 345	4.1	32
413	Feel the Time. Time Perception as a Function of Interoceptive Processing. <i>Frontiers in Human Neuroscience</i> , 2018 , 12, 74	3.3	32
412	A Randomized Trial of Virtual Reality-Based Cue Exposure Second-Level Therapy and Cognitive Behavior Second-Level Therapy for Bulimia Nervosa and Binge-Eating Disorder: Outcome at Six-Month Followup. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019 , 22, 60-68	4.4	32
411	Psychosocial moderators of the relationship between body dissatisfaction and symptoms of eating disorders: A look at a sample of young Italian women. <i>Revue Europeenne De Psychologie Appliquee</i> , 2013 , 63, 323-334	0.9	32
410	Online Positive Interventions to Promote Well-being and Resilience in the Adolescent Population: A Narrative Review. <i>Frontiers in Psychiatry</i> , 2017 , 8, 10	5	32
409	Altered resting state functional connectivity of anterior cingulate cortex in drug naïve adolescents at the earliest stages of anorexia nervosa. <i>Scientific Reports</i> , 2015 , 5, 10818	4.9	32
408	Locked to a wrong body: Eating disorders as the outcome of a primary disturbance in multisensory body integration. <i>Consciousness and Cognition</i> , 2018 , 59, 57-59	2.6	31
407	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
406	Virtual Reality in Psychological Assessment: The Body Image Virtual Reality Scale. <i>Cyberpsychology, Behavior and Social Networking</i> , 1998 , 1, 37-44		31
405	Altered Processing and Integration of Multisensory Bodily Representations and Signals in Eating Disorders: A Possible Path Toward the Understanding of Their Underlying Causes. <i>Frontiers in Human Neuroscience</i> , 2018 , 12, 49	3.3	30
404	White matter abnormalities in treatment-naïve adolescents at the earliest stages of Anorexia Nervosa: A diffusion tensor imaging study. <i>Psychiatry Research - Neuroimaging</i> , 2017 , 266, 138-145	2.9	30
403	From avatars to body swapping: The use of virtual reality for assessing and treating body-size distortion in individuals with anorexia. <i>Journal of Clinical Psychology</i> , 2019 , 75, 313-322	2.8	30
402	How to make health information technology effective: the challenge of patient engagement. <i>Archives of Physical Medicine and Rehabilitation</i> , 2013 , 94, 2034-5	2.8	29
401	Psychological Considerations in the Assessment and Treatment of Pain in Neurorehabilitation and Psychological Factors Predictive of Therapeutic Response: Evidence and Recommendations from the Italian Consensus Conference on Pain in Neurorehabilitation. <i>Frontiers in Psychology</i> , 2016 , 7, 468	3.4	29
400	A Novel Technique for Improving Bodily Experience in a Non-operable Super-Super Obesity Case. <i>Frontiers in Psychology</i> , 2016 , 7, 837	3.4	29
399	Awe Enhances Creative Thinking: An Experimental Study. <i>Creativity Research Journal</i> , 2018 , 30, 123-131	1.8	28
398	Body image in anorexia nervosa: the link between functional connectivity alterations and spatial reference frames. <i>Biological Psychiatry</i> , 2013 , 73, e25-6	7.9	28

397	The potential of virtual reality as anxiety management tool: a randomized controlled study in a sample of patients affected by generalized anxiety disorder. <i>Trials</i> , 2008 , 9, 25	2.8	28
396	Neurobiology of Anorexia Nervosa: Serotonin Dysfunctions Link Self-Starvation with Body Image Disturbances through an Impaired Body Memory. <i>Frontiers in Human Neuroscience</i> , 2016 , 10, 600	3.3	28
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125	Nonhomogeneous results in place learning among panic disorder patients with agoraphobia. <i>Psychiatry Research</i> , 2010 , 179, 297-305	9.9	3
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122	Introduction: Positive Change in Global World: Creative Individuals and Complex Societies 2015 , 1-5		3
121	Altered inner body perception in anorexia and bulimia nervosa: a systematic review		3
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106	Implementation of the multiple errand test in a NeuroVR-supermarket 2009 ,		2
105	Spatial orientation decline in elderly population 2011 ,		2
104	The Psychology of Social Networking Vol.2 2015 ,		2
103	Recommendations for Promoting Patient Engagement in Chronic Care: A Consensus Conference Statement		2
102	The use of immersive 360° videos for foreign language learning: a study on usage and efficacy among high-school students		2
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70	DE-ENIGMA: Multimodal HumanRobot Interaction for Teaching and Expanding Social Imagination in Autistic Children. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020 , 23, 806-807	4.4	1
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