Giuseppe Riva

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.

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	Is the neuroscientist's grandmother in the notebook? Integrated information and reference frames in the search for consciousness.. *Behavioral and Brain Sciences*, **2022**, 45, e58	0.9	
557	Zero Sales Resistance: The Dark Side of Big Data and Artificial Intelligence.. *Cyberpsychology, Behavior, and Social Networking*, **2022**, 25, 169-173	4.4	0
556	Available Virtual Reality-Based Tools for Executive Functions: A Systematic Review.. *Frontiers in Psychology*, **2022**, 13, 833136	3.4	2
555	ENTWINE: The European Training Network on Informal Care. *Cyberpsychology, Behavior, and Social Networking*, **2021**, 24, 772-773	4.4	
554	Regenerative Virtual Therapy: The Use of Multisensory Technologies and Mindful Attention for Updating the Altered Representations of the Bodily Self. *Frontiers in Systems Neuroscience*, **2021**, 15, 749268	3.5	1
553	Efficacy of bio- and neurofeedback for depression: a meta-analysis. *Psychological Medicine*, **2021**, 1-16	6.9	1
552	Applying Implicit Association Test Techniques and Facial Expression Analyses in the Comparative Evaluation of Website User Experience. *Frontiers in Psychology*, **2021**, 12, 674159	3.4	0
551	Telemedicine and Virtual Reality at Time of COVID-19 Pandemic: An Overview for Future Perspectives in Neurorehabilitation. *Frontiers in Neurology*, **2021**, 12, 646902	4.1	13
550	MuMMER: How Robotics Can Reboot Social Interaction and Customer Engagement in Shops and Malls. *Cyberpsychology, Behavior, and Social Networking*, **2021**, 24, 210-211	4.4	0
549	A Simple and Effective Way to Study Executive Functions by Using 360° Videos. *Frontiers in Neuroscience*, **2021**, 15, 622095	5.1	5
548	PURE-MAS: Social Intelligent Agents that Perceive their Environment and Act. *Cyberpsychology, Behavior, and Social Networking*, **2021**, 24, 288	4.4	
547	Translating Virtual Reality Cue Exposure Therapy for Binge Eating into a Real-World Setting: An Uncontrolled Pilot Study. *Journal of Clinical Medicine*, **2021**, 10,	5.1	3
546	Emerging Adults' Expectations About the Next Generation of Robots: Exploring Robotic Needs Through a Latent Profile Analysis. *Cyberpsychology, Behavior, and Social Networking*, **2021**, 24, 315-323	4.4	2
545	Factory2Fit: Artificial Intelligence in the Workplace to Empower Workers' Decisions. *Cyberpsychology, Behavior, and Social Networking*, **2021**, 24, 362-363	4.4	
544	EURYKA: Understanding the Political Empowerment of Young People. *Cyberpsychology, Behavior, and Social Networking*, **2021**, 24, 432-433	4.4	
543	Virtual reality in the treatment of eating disorders. *Clinical Psychology and Psychotherapy*, **2021**, 28, 477-488	4.8	8
542	APRIL: Personal Robots at Your Service. *Cyberpsychology, Behavior, and Social Networking*, **2021**, 24, 499-500	4.4	

541	The Moderating Role of Emotion Regulation in the Recall of Negative Autobiographical Memories. *International Journal of Environmental Research and Public Health*, **2021**, 18,	4.6	2
540	EXIT 360°: EXecutive-Functions Innovative Tool 360°: A Simple and Effective Way to Study Executive Functions in Parkinson's Disease by Using 360° Videos. *Applied Sciences (Switzerland)*, **2021**, 11, 6791	2.6	2
539	Virtual reality and 360° panorama technology: a media comparison to study changes in sense of presence, anxiety, and positive emotions. *Virtual Reality*, **2021**, 25, 303-311	6	13
538	How Does It Feel to Be a Woman Victim of Sexual Harassment? The Effect of 360°-Video-Based Virtual Reality on Empathy and Related Variables. *Cyberpsychology, Behavior, and Social Networking* , **2021**, 24, 258-266	4.4	7
537	Robots Are Not All the Same: Young Adults' Expectations, Attitudes, and Mental Attribution to Two Humanoid Social Robots. *Cyberpsychology, Behavior, and Social Networking*, **2021**, 24, 307-314	4.4	4
536	Egocentric and Allocentric Spatial Memory in Mild Cognitive Impairment with Real-World and Virtual Navigation Tasks: A Systematic Review. *Journal of Alzheimeris Disease*, **2021**, 79, 95-116	4.3	5
535	Virtual Body Ownership Illusions for Mental Health: A Narrative Review. *Journal of Clinical Medicine*, **2021**, 10,	5.1	17
534	Technological Interventions for Eating and Weight Disorders **2021**,		
533	Positive Technology for Helping People Cope with Stress **2021**, 787-814		
532	EXTEND: Resolution Revolution to Extend Reality. *Cyberpsychology, Behavior, and Social Networking* , **2021**, 24, 74-75	4.4	
531	Technological Interventions for Post-traumatic Stress Disorder **2021**,		
530	Co4Robots: Achieving High Levels of Coordination Between Interacting Robots and Between Humans and Robots. *Cyberpsychology, Behavior, and Social Networking*, **2021**, 24, 145-146	4.4	
529	Surviving COVID-19: The Neuroscience of Smart Working and Distance Learning. *Cyberpsychology, Behavior, and Social Networking*, **2021**, 24, 79-85	4.4	17
528	EXecutive-Functions Innovative Tool (EXIT 360°): A Usability and User Experience Study of an Original 360°-Based Assessment Instrument. *Sensors*, **2021**, 21,	3.8	4
527	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. *International Journal of Environmental Research and Public Health*, **2021**, 18,	4.6	8
526	Building Embodied Spaces for Spatial Memory Neurorehabilitation with Virtual Reality in Normal and Pathological Aging. *Brain Sciences*, **2021**, 11,	3.4	4
525	Real Organ Generation: Virtual 3D Organs Help Train Surgeons. *Cyberpsychology, Behavior, and Social Networking*, **2021**, 24, 578	4.4	
524	FRAILTY VR: VR for the Rehabilitation of Frailty in the Elderly. *Cyberpsychology, Behavior, and Social Networking*, **2021**, 24, 695-696	4.4	

523	ACCRA: Robot Assistants Help the Elderly Stay Independent. *Cyberpsychology, Behavior, and Social Networking*, **2021**, 24, 630	4.4	
522	Using virtual reality to target positive autobiographical memory in individuals with moderate-to-moderately severe depressive symptoms: A single case experimental design. *Internet Interventions*, **2021**, 25, 100407	4.4	4
521	Exploring Virtual Reality for the Assessment and Rehabilitation of Executive Functions **2021**, 866-884		
520	ImmerSAFE: Immersive Visual Technologies for Safety-Critical Applications. *Cyberpsychology, Behavior, and Social Networking*, **2021**, 24, 851-852	4.4	
519	Extended Reality for the Clinical, Affective, and Social Neurosciences. *Brain Sciences*, **2020**, 10,	3.4	10
518	Executive Functions Are Associated with Fall Risk but not Balance in Chronic Cerebrovascular Disease. *Journal of Clinical Medicine*, **2020**, 9,	5.1	2
517	Altered Interoceptive Perception and the Effects of Interoceptive Analgesia in Musculoskeletal, Primary, and Neuropathic Chronic Pain Conditions. *Journal of Personalized Medicine*, **2020**, 10,	3.6	5
516	The possibility and importance of immersive technologies during COVID-19 for autistic people. *Journal of Enabling Technologies*, **2020**, 14, 187-199	0.9	8
515	RETRAINER: An Exoskeleton-Based Rehabilitation System for Stroke Patients. *Cyberpsychology, Behavior, and Social Networking*, **2020**, 23, 271-272	4.4	0
514	The Role of Engagement in Teleneurorehabilitation: A Systematic Review. *Frontiers in Neurology*, **2020**, 11, 354	4.1	21
513	OS for Ind Robots: Manufacturing Robots Get Smarter Thanks to Artificial Intelligence. *Cyberpsychology, Behavior, and Social Networking*, **2020**, 23, 357-358	4.4	
512	Biased Affective Forecasting: A Potential Mechanism That Enhances Resilience and Well-Being. *Frontiers in Psychology*, **2020**, 11, 1333	3.4	6
511	Smartphone-Based Therapeutic Exercises for Men Affected by Premature Ejaculation: A Pilot Study. *Sexual Medicine*, **2020**, 8, 461-471	2.7	2
510	Italian Consensus Statement on Patient Engagement in Chronic Care: Process and Outcomes. *International Journal of Environmental Research and Public Health*, **2020**, 17,	4.6	7
509	SYMBIO-TIC: Safer HumanRobot Collaboration for Workplaces of the Future. *Cyberpsychology, Behavior, and Social Networking*, **2020**, 23, 192-193	4.4	1
508	Real-Life Stress Level Monitoring Using Smart Bands in the Light of Contextual Information. *IEEE Sensors Journal*, **2020**, 20, 8721-8730	4	11
507	The Psychological Impact of the COVID-19 Outbreak on Health Professionals: A Cross-Sectional Study. *Frontiers in Psychology*, **2020**, 11, 1684	3.4	165
506	Gulliver's virtual travels: active embodiment in extreme body sizes for modulating our body representations. *Cognitive Processing*, **2020**, 21, 509-520	1.5	5

505	Affect Recall Bias: Being Resilient by Distorting Reality. *Cognitive Therapy and Research*, **2020**, 44, 906-918	2.7	20
504	Personal Stress-Level Clustering and Decision-Level Smoothing to Enhance the Performance of Ambulatory Stress Detection With Smartwatches. *IEEE Access*, **2020**, 8, 38146-38163	3.5	12
503	DiDIY: Digital Do It Yourself. *Cyberpsychology, Behavior, and Social Networking*, **2020**, 23, 139-140	4.4	
502	Neuroimaging the consciousness of self: Review, and conceptual-methodological framework. *Neuroscience and Biobehavioral Reviews*, **2020**, 112, 164-212	9	43
501	socSMCs: Socializing Sensorimotor Contingencies. *Cyberpsychology, Behavior, and Social Networking* , **2020**, 23, 66-67	4.4	
500	Usability Issues of Clinical and Research Applications of Virtual Reality in Older People: A Systematic Review. *Frontiers in Human Neuroscience*, **2020**, 14, 93	3.3	41
499	Digital Technologies for the Intervention of Emotion Regulation **2020**,		4
498	The Role of Emotions, Stress, and Mental State in Inflammatory Processes Perturbing Brain-Heart Dialogue **2020**, 147-163		
497	An Emerging Model of Pregnancy Care **2020**, 21-60		
496	Bringing Virtual Reality From Clinical Trials to Clinical Practice for the Treatment of Eating Disorders: An Example Using Virtual Reality Cue Exposure Therapy. *Journal of Medical Internet Research*, **2020**, 22, e16386	7.6	8
495	Othering and Deprioritizing Older Adults' Lives: Ageist Discourses During the COVID-19 Pandemic. *Europeis Journal of Psychology*, **2020**, 16, 532-541	1.3	3
494	Networked Flow in Creative Collaboration: A Mixed Method Study. *Creativity Research Journal*, **2020**, 32, 41-54	1.8	3
493	REELER: Responsible Ethical Learning with Robotics. *Cyberpsychology, Behavior, and Social Networking*, **2020**, 23, 894-895	4.4	
492	Virtual Reality for Anxiety Disorders: Rethinking a Field in Expansion. *Advances in Experimental Medicine and Biology*, **2020**, 1191, 389-414	3.6	7
491	The differential effect of normal and pathological aging on egocentric and allocentric spatial memory in navigational and reaching space. *Neurological Sciences*, **2020**, 41, 1741-1749	3.5	12
490	The role of reference frames in memory recollection. *Behavioral and Brain Sciences*, **2020**, 42, e296	0.9	3
489	The need for change: Understanding emotion regulation antecedents and consequences using ecological momentary assessment. *Emotion*, **2020**, 20, 30-36	4.1	38
488	Innovative technology-based interventions in aphasia rehabilitation: a systematic review. *Aphasiology*, **2020**, 1-24	1.6	8

487	Virtual reality in neurorehabilitation: a review of its effects on multiple cognitive domains. *Expert Review of Medical Devices*, **2020**, 17, 1035-1061	3.5	21
486	COVID Feel Good-An Easy Self-Help Virtual Reality Protocol to Overcome the Psychological Burden of Coronavirus. *Frontiers in Psychiatry*, **2020**, 11, 563319	5	18
485	Immersive virtual reality in K-12 and higher education: A 10-year systematic review of empirical research. *British Journal of Educational Technology*, **2020**, 51, 2006-2033	4.3	44
484	Emotional Expression of #body on Instagram. *Social Media and Society*, **2020**, 6, 205630512092477	2.3	8
483	Transcranial Magnetic Stimulation Meets Virtual Reality: The Potential of Integrating Brain Stimulation With a Simulative Technology for Food Addiction. *Frontiers in Neuroscience*, **2020**, 14, 720	5.1	10
482	Digital Biomarkers for the Early Detection of Mild Cognitive Impairment: Artificial Intelligence Meets Virtual Reality. *Frontiers in Human Neuroscience*, **2020**, 14, 245	3.3	12
481	PROMISE: PROMoting youth Involvement and Social Engagement. *Cyberpsychology, Behavior, and Social Networking*, **2020**, 23, 500-501	4.4	
480	The Relevance of Online Social Relationships Among the Elderly: How Using the Web Could Enhance Quality of Life?. *Frontiers in Psychology*, **2020**, 11, 551862	3.4	3
479	Perceive 3D: Augmented Reality Software Kicks Off a New Phase in Knee Surgery and Rehabilitation. *Cyberpsychology, Behavior, and Social Networking*, **2020**, 23, 721-722	4.4	
478	Now i can see me: designing a multi-user virtual reality remote psychotherapy for body weight and shape concerns. *Human-Computer Interaction*, **2020**, 1-27	2.9	12
477	Virtual Reality Meets Non-invasive Brain Stimulation: Integrating Two Methods for Cognitive Rehabilitation of Mild Cognitive Impairment. *Frontiers in Neurology*, **2020**, 11, 566731	4.1	9
476	Virtual Reality in Clinical Psychology **2020**,		8
475	Technology Based Ecological Momentary Assessment in Clinical Psychology **2020**,		
474	Artificial Intelligence in Clinical Psychology **2020**,		1
473	Changing Body Representation Through Full Body Ownership Illusions Might Foster Motor Rehabilitation Outcome in Patients With Stroke. *Frontiers in Psychology*, **2020**, 11, 1962	3.4	15
472	Positive Technology and COVID-19. *Cyberpsychology, Behavior, and Social Networking*, **2020**, 23, 581-587	4.4	34
471	COVID Feel Good: A Free VR Self-Help Solution for Providing Stress Management and Social Support During the COVID-19 Pandemic. *Cyberpsychology, Behavior, and Social Networking*, **2020**, 23, 652-653	4.4	6
470	SAGE: Systemic Action for Gender Equality. *Cyberpsychology, Behavior, and Social Networking*, **2020**, 23, 576-576	4.4	

469	A New Application for the Motor Rehabilitation at Home: Structure and Usability of Bal-App. *IEEE Transactions on Emerging Topics in Computing*, **2020**, 1-1	4.1	4
468	DE-ENIGMA: Multimodal HumanRobot Interaction for Teaching and Expanding Social Imagination in Autistic Children. *Cyberpsychology, Behavior, and Social Networking*, **2020**, 23, 806-807	4.4	1
467	How to Relax in Stressful Situations: A Smart Stress Reduction System. *Healthcare (Switzerland)*, **2020**, 8,	3.4	7
466	Neurorehabilitation of Spatial Memory Using Virtual Environments: A Systematic Review. *Journal of Clinical Medicine*, **2019**, 8,	5.1	20
465	Sharing the Workplace with Robots? New Tool Helps Designers Create Safer Socially Oriented Machines. *Cyberpsychology, Behavior, and Social Networking*, **2019**, 22, 360-361	4.4	
464	Virtual Enactment Effect on Memory in Young and Aged Populations: a Systematic Review. *Journal of Clinical Medicine*, **2019**, 8,	5.1	18
463	An ecological measure to screen executive functioning in MS: the Picture Interpretation Test (PIT) 360°. *Scientific Reports*, **2019**, 9, 5690	4.9	17
462	Looking at One's Self Through Facebook Increases Mental Stress: A Computational Psychometric Analysis by Using Eye-Tracking and Psychophysiology. *Cyberpsychology, Behavior, and Social Networking*, **2019**, 22, 307-314	4.4	3
461	SARAFun: Interactive Robots Meet Manufacturing Industry. *Cyberpsychology, Behavior, and Social Networking*, **2019**, 22, 295-296	4.4	2
460	DIH-HERO: Digital Innovation Hubs in Health Care Robotics. *Cyberpsychology, Behavior, and Social Networking*, **2019**, 22, 233	4.4	0
459	Virtual Reality as a Possible Tool for the Assessment of Self-Awareness. *Frontiers in Behavioral Neuroscience*, **2019**, 13, 62	3.5	10
458	Current State and Future Directions of Technology-Based Ecological Momentary Assessment and Intervention for Major Depressive Disorder: A Systematic Review. *Journal of Clinical Medicine*, **2019**, 8,	5.1	57
457	Cerebellar Transcranial Direct Current Stimulation (tDCS), Leaves Virtual Navigation Performance Unchanged. *Frontiers in Neuroscience*, **2019**, 13, 198	5.1	3
456	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. *Cyberpsychology, Behavior, and Social Networking*, **2019**, 22, 60-68	4.4	32
455	Deterioration rates in Virtual Reality Therapy: An individual patient data level meta-analysis. *Journal of Anxiety Disorders*, **2019**, 61, 3-17	10.9	34
454	RAMCIP: An Advanced Social Robot for Providing Assistance at Home to Older People in Need. *Cyberpsychology, Behavior, and Social Networking*, **2019**, 22, 510-511	4.4	0
453	ENRICHME: An Interactive Social Robot Capable of Moving Autonomously in an Elderly Person's House. *Cyberpsychology, Behavior, and Social Networking*, **2019**, 22, 565-566	4.4	1
452	Beyond Cognitive Rehabilitation: Immersive but Noninvasive Treatment for Elderly. *Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering*, **2019**, 263-273	0.2	1

451	Psychological Correlates of Interoceptive Perception in Healthy Population. *Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering*, **2019**, 71-82	0.2	
450	Immersive Episodic Memory Assessment with 360° Videos: The Protocol and a Case Study. *Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering*, **2019**, 117-128	0.2	1
449	New Technologies for the Understanding, Assessment, and Intervention of Emotion Regulation. *Frontiers in Psychology*, **2019**, 10, 1261	3.4	19
448	Virtual Reality for Anxiety and Stress-Related Disorders: A SWOT Analysis. *Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering*, **2019**, 43-54	0.2	1
447	Anthropometry and Scan: A Computational Exploration on Measuring and Imaging. *Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering*, **2019**, 102-116	0.2	
446	CARESSES: The World's First Culturally Sensitive Robots for Elderly Care. *Cyberpsychology, Behavior, and Social Networking*, **2019**, 22, 430	4.4	3
445	The Effect of a Virtual-Reality Full-Body Illusion on Body Representation in Obesity. *Journal of Clinical Medicine*, **2019**, 8,	5.1	8
444	An Immersive Motor Protocol for Frailty Rehabilitation. *Frontiers in Neurology*, **2019**, 10, 1078	4.1	8
443	CARERAID: Controlled Autonomous Robot for Early Detection and Rehabilitation of Autism and Intellectual Disability. *Cyberpsychology, Behavior, and Social Networking*, **2019**, 22, 747-748	4.4	0
442	Adolescents' Beliefs About Peers' Engagement in an Online Self-Harm Challenge: Exploring the Role of Individual Characteristics Through a Latent Class Analysis. *Cyberpsychology, Behavior, and Social Networking*, **2019**, 22, 684-691	4.4	3
441	GOAL-ROBOTS: Goal-Based Open-Ended Autonomous Learning Robots. *Cyberpsychology, Behavior, and Social Networking*, **2019**, 22, 615-616	4.4	
440	Being socially uninterested versus not having social prediction skills: The impact of multisensory integration deficits on social skills in autism. *Behavioral and Brain Sciences*, **2019**, 42,	0.9	1
439	Testing a Deactivated Virtual Environment in Pathological Gamblers' Anxiety. *Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering*, **2019**, 242-249	0.2	
438	Virtual Reality in the Assessment and Treatment of Weight-Related Disorders. *Virtual Reality Technologies for Health and Clinical Applications*, **2019**, 163-193	1.7	7
437	An Immersive Cognitive Rehabilitation Program: A Case Study. *Biosystems and Biorobotics*, **2019**, 711-715	0.2	2
436	Exploring Affect Recall Bias and the Impact of Mild Depressive Symptoms: An Ecological Momentary Study. *Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering*, **2019**, 208-215	0.2	3
435	Computational Psychometrics Using Psychophysiological Measures for the Assessment of Acute Mental Stress. *Sensors*, **2019**, 19,	3.8	5
434	A Computational Approach for the Assessment of Executive Functions in Patients with Obsessive-Compulsive Disorder. *Journal of Clinical Medicine*, **2019**, 8,	5.1	6

433	SOCRATES: SOcial Cognitive Robotics in The European Society. *Cyberpsychology, Behavior, and Social Networking*, **2019**, 22, 808-809	4.4	
432	L2TOR: Second-Language Tutoring Using Social Robots. *Cyberpsychology, Behavior, and Social Networking*, **2019**, 22, 670-671	4.4	
431	Immersive Versus Non-immersive Experience: Exploring the Feasibility of Memory Assessment Through 360° Technology. *Frontiers in Psychology*, **2019**, 10, 2509	3.4	27
430	Neuroscience of Virtual Reality: From Virtual Exposure to Embodied Medicine. *Cyberpsychology, Behavior, and Social Networking*, **2019**, 22, 82-96	4.4	152
429	From avatars to body swapping: The use of virtual reality for assessing and treating body-size distortion in individuals with anorexia. *Journal of Clinical Psychology*, **2019**, 75, 313-322	2.8	30
428	New Frontiers for Cognitive Assessment: An Exploratory Study of the Potentiality of 360° Technologies for Memory Evaluation. *Cyberpsychology, Behavior, and Social Networking*, **2019**, 22, 76-81	4.4	6
427	Virtual Reality Therapy: Emerging Topics and Future Challenges. *Cyberpsychology, Behavior, and Social Networking*, **2019**, 22, 3-6	4.4	24
426	A Social Virtual Reality-Based Application for the Physical and Cognitive Training of the Elderly at Home. *Sensors*, **2019**, 19,	3.8	35
425	Testing virtual reality-based cue-exposure software: Which cue-elicited responses best discriminate between patients with eating disorders and healthy controls?. *Eating and Weight Disorders*, **2019**, 24, 757-765	3.6	13
424	Effects of Interpersonal Sensorimotor Synchronization on Dyadic Creativity: Gender Matters. *Frontiers in Psychology*, **2018**, 9, 2604	3.4	4
423	Interoceptive Axes Dissociation in Anorexia Nervosa: A Single Case Study With Follow Up Post-recovery Assessment. *Frontiers in Psychology*, **2018**, 9, 2488	3.4	9
422	A Process for Selecting and Validating Awe-Inducing Audio-Visual Stimuli. *Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering*, **2018**, 19-27	0.2	2
421	Awe Enhances Creative Thinking: An Experimental Study. *Creativity Research Journal*, **2018**, 30, 123-131	1.8	28
420	Evaluation of the DSM-5 severity ratings for anorexia nervosa in a clinical sample. *Psychiatry Research*, **2018**, 262, 124-128	9.9	12
419	Factors Affecting Students' Acceptance of Tablet PCs: A Study in Italian High Schools. *Journal of Research on Technology in Education*, **2018**, 50, 120-133	2.7	14
418	Videogames for Emotion Regulation: A Systematic Review. *Games for Health Journal*, **2018**, 7, 85-99	4.2	91
417	Evaluation of the DSM-5 Severity Specifier for Bulimia Nervosa in Treatment-Seeking Youth. *Child Psychiatry and Human Development*, **2018**, 49, 137-145	3.3	6
416	The neuroscience of body memory: From the self through the space to the others. *Cortex*, **2018**, 104, 241-260	3.8	83

415	Spatial reorientation decline in aging: the combination of geometry and landmarks. *Aging and Mental Health*, **2018**, 22, 1372-1383	3.5	15
414	Students' acceptance of tablet PCs in Italian high schools: Profiles and differences. *British Journal of Educational Technology*, **2018**, 49, 533-544	4.3	13
413	Locked to a wrong body: Eating disorders as the outcome of a primary disturbance in multisensory body integration. *Consciousness and Cognition*, **2018**, 59, 57-59	2.6	31
412	What matters is when you play: Investigating the relationship between online video games addiction and time spent playing over specific day phases. *Addictive Behaviors Reports*, **2018**, 8, 185-188	3.7	33
411	Toward an Embodied Medicine: A Portable Device with Programmable Interoceptive Stimulation for Heart Rate Variability Enhancement. *Sensors*, **2018**, 18,	3.8	19
410	What Is the Role of the Placebo Effect for Pain Relief in Neurorehabilitation? Clinical Implications From the Italian Consensus Conference on Pain in Neurorehabilitation. *Frontiers in Neurology*, **2018**, 9, 310	4.1	31
409	Virtual Reality for Traumatic Brain Injury. *Frontiers in Neurology*, **2018**, 9, 345	4.1	32
408	Altered Processing and Integration of Multisensory Bodily Representations and Signals in Eating Disorders: A Possible Path Toward the Understanding of Their Underlying Causes. *Frontiers in Human Neuroscience*, **2018**, 12, 49	3.3	30
407	Feel the Time. Time Perception as a Function of Interoceptive Processing. *Frontiers in Human Neuroscience*, **2018**, 12, 74	3.3	32
406	Disentangling the Contribution of Spatial Reference Frames to Executive Functioning in Healthy and Pathological Aging: An Experimental Study with Virtual Reality. *Sensors*, **2018**, 18,	3.8	7
405	Intervention for Physician Burnout: A Systematic Review. *Open Medicine (Poland)*, **2018**, 13, 253-263	2.2	64
404	Characteristics, Usability, and Users Experience of a System Combining Cognitive and Physical Therapy in a Virtual Environment: Positive Bike. *Sensors*, **2018**, 18,	3.8	43
403	The Contribution of Allocentric Impairments to the Cognitive Decline in Alzheimer's Disease. *Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering*, **2018**, 84-91	0.2	0
402	The Italian Adaptation of Interpersonal Communication Competences Questionnaire. *Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering*, **2018**, 34-41	0.2	
401	Engaging Elderly Breast Cancer Patients Through an e-health Intervention: A Case Series Study. *Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering*, **2018**, 107-114	0.2	
400	A "First Look" on Frailty: A Scientometric Analysis. *Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering*, **2018**, 15-23	0.2	
399	Extraversion Affects Attentive Processes of Personal Images. *Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering*, **2018**, 9-14	0.2	
398	COLLEGO: An Interactive Platform for Studying Joint Action During an Ecological Collaboration Task. *Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering*, **2018**, 67-72	0.2	

397	Psychometric Assessment of Cardio-Respiratory Activity Using a Mobile Platform **2018**, 862-879		
396	Clients' Experiences With Internet-Based Psychological Treatments for Mental Disorders: Protocol for a Metasynthesis of Qualitative Studies. *JMIR Research Protocols*, **2018**, 7, e183	2	
395	The Use of 3D Body Scanner in Medicine and Psychology: A Narrative Review. *Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering*, **2018**, 74-83	0.2	2
394	Reading Between the Lines: A Computational Bibliometric Analysis on Emotion Regulation. *Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering*, **2018**, 119-128	0.2	5
393	iStim. A New Portable Device for Interoceptive Stimulation. *Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering*, **2018**, 42-49	0.2	2
392	An Innovative Virtual Reality-Based Training Program for the Rehabilitation of Cognitive Frail Patients. *Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering*, **2018**, 62-66	0.2	4
391	Classifying binge eating-disordered adolescents based on severity levels. *Journal of Adolescence*, **2018**, 62, 47-54	3.4	5
390	Exploring Virtual Reality for the Assessment and Rehabilitation of Executive Functions. *International Journal of Virtual and Augmented Reality*, **2018**, 2, 32-47	0.3	5
389	The Past, Present, and Future of Virtual and Augmented Reality Research: A Network and Cluster Analysis of the Literature. *Frontiers in Psychology*, **2018**, 9, 2086	3.4	252
388	Neuroscience, Brain Imaging, and Body Image in Eating and Weight Disorders **2018**, 97-111		5
387	Assessing the Relationship Between Attitudinal and Perceptual Component of Body Image Disturbance Using Virtual Reality. *Cyberpsychology, Behavior, and Social Networking*, **2018**, 21, 679-686	4.4	10
386	Virtual Reality for the Treatment of Body Image Disturbances in Eating and Weight Disorders **2018**, 333-351		2
385	Assessment of Unilateral Spatial Neglect Using a Free Mobile Application for Italian Clinicians. *Frontiers in Psychology*, **2018**, 9, 2241	3.4	5
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