

Elisa Pedroli

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9101971/publications.pdf>

Version: 2024-02-01

77
papers

2,124
citations

304602

22
h-index

276775

41
g-index

79
all docs

79
docs citations

79
times ranked

2489
citing authors

#	ARTICLE	IF	CITATIONS
1	The Psychological Impact of the COVID-19 Outbreak on Health Professionals: A Cross-Sectional Study. <i>Frontiers in Psychology</i> , 2020, 11, 1684.	1.1	345
2	Egocentric and allocentric spatial reference frames in aging: A systematic review. <i>Neuroscience and Biobehavioral Reviews</i> , 2017, 80, 605-621.	2.9	170
3	Virtual Reality Body Swapping: A Tool for Modifying the Allocentric Memory of the Body. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2016, 19, 127-133.	2.1	140
4	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.	1.0	93
5	Assessment and rehabilitation of neglect using virtual reality: a systematic review. <i>Frontiers in Behavioral Neuroscience</i> , 2015, 9, 226.	1.0	86
6	Augmented Reality: A Brand New Challenge for the Assessment and Treatment of Psychological Disorders. <i>Computational and Mathematical Methods in Medicine</i> , 2015, 2015, 1-12.	0.7	81
7	Characteristics, Usability, and Users Experience of a System Combining Cognitive and Physical Therapy in a Virtual Environment: Positive Bike. <i>Sensors</i> , 2018, 18, 2343.	2.1	70
8	A Social Virtual Reality-Based Application for the Physical and Cognitive Training of the Elderly at Home. <i>Sensors</i> , 2019, 19, 261.	2.1	67
9	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.	1.0	66
10	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.	1.7	65
11	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.	0.3	55
12	Feel the Time. Time Perception as a Function of Interoceptive Processing. <i>Frontiers in Human Neuroscience</i> , 2018, 12, 74.	1.0	53
13	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.	1.3	42
14	Enrichment Effects of Gestures and Pictures on Abstract Words in a Second Language. <i>Frontiers in Psychology</i> , 2017, 8, 2136.	1.1	38
15	Digital Biomarkers for the Early Detection of Mild Cognitive Impairment: Artificial Intelligence Meets Virtual Reality. <i>Frontiers in Human Neuroscience</i> , 2020, 14, 245.	1.0	38
16	A Novel Technique for Improving Bodily Experience in a Non-operable Super "Super Obesity Case. <i>Frontiers in Psychology</i> , 2016, 7, 837.	1.1	35
17	Testing Augmented Reality for Cue Exposure in Obese Patients: An Exploratory Study. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2016, 19, 107-114.	2.1	33
18	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.	1.2	32

#	ARTICLE	IF	CITATIONS
19	An eye-tracker controlled cognitive battery: overcoming verbal-motor limitations in ALS. <i>Journal of Neurology</i> , 2017, 264, 1136-1145.	1.8	27
20	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.	2.1	27
21	Toward an Embodied Medicine: A Portable Device with Programmable Interoceptive Stimulation for Heart Rate Variability Enhancement. <i>Sensors</i> , 2018, 18, 2469.	2.1	27
22	Changing Body Representation Through Full Body Ownership Illusions Might Foster Motor Rehabilitation Outcome in Patients With Stroke. <i>Frontiers in Psychology</i> , 2020, 11, 1962.	1.1	25
23	Egocentric and Allocentric Spatial Memory in Mild Cognitive Impairment with Real-World and Virtual Navigation Tasks: A Systematic Review. <i>Journal of Alzheimer's Disease</i> , 2021, 79, 95-116.	1.2	25
24	ICT technologies as new promising tools for the managing of frailty: a systematic review. <i>Aging Clinical and Experimental Research</i> , 2021, 33, 1453-1464.	1.4	24
25	Available Virtual Reality-Based Tools for Executive Functions: A Systematic Review. <i>Frontiers in Psychology</i> , 2022, 13, 833136.	1.1	24
26	Virtual Reality as a Possible Tool for the Assessment of Self-Awareness. <i>Frontiers in Behavioral Neuroscience</i> , 2019, 13, 62.	1.0	22
27	Assessing Unilateral Spatial Neglect using advanced technologies: The potentiality of mobile virtual reality. <i>Technology and Health Care</i> , 2015, 23, 795-807.	0.5	21
28	A Psychometric Tool for a Virtual Reality Rehabilitation Approach for Dyslexia. <i>Computational and Mathematical Methods in Medicine</i> , 2017, 2017, 1-6.	0.7	20
29	Building Embodied Spaces for Spatial Memory Neurorehabilitation with Virtual Reality in Normal and Pathological Aging. <i>Brain Sciences</i> , 2021, 11, 1067.	1.1	19
30	An Immersive Motor Protocol for Frailty Rehabilitation. <i>Frontiers in Neurology</i> , 2019, 10, 1078.	1.1	18
31	An eye-tracking controlled neuropsychological battery for cognitive assessment in neurological diseases. <i>Neurological Sciences</i> , 2017, 38, 595-603.	0.9	17
32	Virtual reality for the assessment and rehabilitation of neglect: where are we now? A 6-year review update. <i>Virtual Reality</i> , 2022, 26, 1663-1704.	4.1	17
33	A Virtual Reality Test for the Assessment of Cognitive Deficits: Usability and Perspectives. , 2013, , .		15
34	The Arrows and Colors Cognitive Test (ACCT): A new verbal-motor free cognitive measure for executive functions in ALS. <i>PLoS ONE</i> , 2018, 13, e0200953.	1.1	15
35	Transcranial Magnetic Stimulation Meets Virtual Reality: The Potential of Integrating Brain Stimulation With a Simulative Technology for Food Addiction. <i>Frontiers in Neuroscience</i> , 2020, 14, 720.	1.4	14
36	Editorial: Scale Development and Score Validation. <i>Frontiers in Psychology</i> , 2020, 11, 799.	1.1	14

#	ARTICLE	IF	CITATIONS
37	Virtual Reality Meets Non-invasive Brain Stimulation: Integrating Two Methods for Cognitive Rehabilitation of Mild Cognitive Impairment. <i>Frontiers in Neurology</i> , 2020, 11, 566731.	1.1	13
38	Cognitive assessment in Amyotrophic Lateral Sclerosis by means of P300-Brain Computer Interface: a preliminary study. <i>Amyotrophic Lateral Sclerosis and Frontotemporal Degeneration</i> , 2016, 17, 473-481.	1.1	12
39	A Computational Approach for the Assessment of Executive Functions in Patients with Obsessive-Compulsive Disorder. <i>Journal of Clinical Medicine</i> , 2019, 8, 1975.	1.0	12
40	The Relevance of Online Social Relationships Among the Elderly: How Using the Web Could Enhance Quality of Life?. <i>Frontiers in Psychology</i> , 2020, 11, 551862.	1.1	12
41	A New Application for the Motor Rehabilitation at Home: Structure and Usability of Bal-App. <i>IEEE Transactions on Emerging Topics in Computing</i> , 2021, 9, 1290-1300.	3.2	10
42	Gulliver's virtual travels: active embodiment in extreme body sizes for modulating our body representations. <i>Cognitive Processing</i> , 2020, 21, 509-520.	0.7	10
43	Psychometric Reliability of the NeuroVR-based virtual version of the Multiple Errands Test. , 2013, , .		9
44	Visual Hallucinations as Incidental Negative Effects of Virtual Reality on Parkinson's Disease Patients: A Link with Neurodegeneration?. <i>Parkinson's Disease</i> , 2015, 2015, 1-6.	0.6	9
45	Disentangling the Contribution of Spatial Reference Frames to Executive Functioning in Healthy and Pathological Aging: An Experimental Study with Virtual Reality. <i>Sensors</i> , 2018, 18, 1783.	2.1	9
46	A Simple and Effective Way to Study Executive Functions by Using 360° Videos. <i>Frontiers in Neuroscience</i> , 2021, 15, 622095.	1.4	9
47	The ObReco-360°: a new ecological tool to memory assessment using 360° immersive technology. <i>Virtual Reality</i> , 2022, 26, 639-648.	4.1	9
48	The Role of Virtual Reality in Neuropsychology: The Virtual Multiple Errands Test for the Assessment of Executive Functions in Parkinson's Disease. <i>Intelligent Systems Reference Library</i> , 2014, , 257-274.	1.0	9
49	A virtual reality platform for assessment and rehabilitation of neglect using a kinect. <i>Studies in Health Technology and Informatics</i> , 2014, 196, 66-8.	0.2	9
50	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.	1.0	9
51	Assessment of Unilateral Spatial Neglect Using a Free Mobile Application for Italian Clinicians. <i>Frontiers in Psychology</i> , 2018, 9, 2241.	1.1	8
52	EXecutive-Functions Innovative Tool (EXIT 360°): A Usability and User Experience Study of an Original 360°-Based Assessment Instrument. <i>Sensors</i> , 2021, 21, 5867.	2.1	8
53	Brain M-App's Structure and Usability: A New Application for Cognitive Rehabilitation at Home. <i>Frontiers in Human Neuroscience</i> , 0, 16, .	1.0	8
54	Neglect App. Usability of a new application for assessment and rehabilitation of neglect. , 2015, , .		7

#	ARTICLE	IF	CITATIONS
55	Exploring Virtual Reality for the Assessment and Rehabilitation of Executive Functions. International Journal of Virtual and Augmented Reality, 2018, 2, 32-47.	0.4	7
56	The Use of Virtual Reality Tools for the Assessment of Executive Functions and Unilateral Spatial Neglect. Advances in Medical Technologies and Clinical Practice Book Series, 2016, , 115-140.	0.3	7
57	Cerebellar Transcranial Direct Current Stimulation (tDCS), Leaves Virtual Navigation Performance Unchanged. Frontiers in Neuroscience, 2019, 13, 198.	1.4	6
58	Executive Functions Are Associated with Fall Risk but not Balance in Chronic Cerebrovascular Disease. Journal of Clinical Medicine, 2020, 9, 3405.	1.0	6
59	Technology and Cognitive Empowerment for Healthy Elderly. Advances in Psychology, Mental Health, and Behavioral Studies, 2016, , 193-213.	0.1	6
60	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	5
61	Feeling Ghost Food as Real One: Psychometric Assessment of Presence Engagement Exposing to Food in Augmented Reality. Communications in Computer and Information Science, 2016, , 99-109.	0.4	4
62	Computational Psychometrics for Modeling System Dynamics during Stressful Disasters. Frontiers in Psychology, 2017, 8, 1401.	1.1	4
63	EXIT 360°â€”Executive-Functions Innovative Tool 360°â€”A Simple and Effective Way to Study Executive Functions in Parkinsonâ€™s Disease by Using 360° Videos. Applied Sciences (Switzerland), 2021, 11, 6791.	1.3	4
64	A Psychometric Tool for Evaluating Executive Functions in Parkinsonâ€™s Disease. Journal of Clinical Medicine, 2022, 11, 1153.	1.0	4
65	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	3
66	Cognition Meets Gait: Where and How Mind and Body Weave Each Other in a Computational Psychometrics Approach in Aging. Frontiers in Aging Neuroscience, 0, 14, .	1.7	3
67	Using an Aging Simulator Suit for Modeling Visuo-Motor Limitations of Elderly Users Interacting with a Mobile Application: Feasibility Study. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 24-33.	0.2	2
68	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
69	An Immersive Cognitive Rehabilitation Program: A Case Study. Biosystems and Biorobotics, 2019, , 711-715.	0.2	2
70	Technological Interventions for Obsessiveâ€”Compulsive Disorder Management. , 2021, , .		1
71	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	1
72	Frontiers of amyotrophic lateral sclerosis cognitive assessment: The use of Eye-tracking and Brain Computer Interface in the eBrain project. Journal of the Neurological Sciences, 2013, 333, e457.	0.3	0

#	ARTICLE	IF	CITATIONS
73	Setting-up a clinical trial: Some methodological recommendations. Anuario De Psicologia, 2017, 47, 130-139.	0.1	0
74	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	0
75	Exploring Virtual Reality for the Assessment and Rehabilitation of Executive Functions. , 2021, , 866-884.		0
76	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	0
77	The Use of Virtual Reality Tools for the Assessment of Executive Functions and Unilateral Spatial Neglect. , 0, , 891-916.		0