

Elisa Pedroli

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.

70
papers

1,186
citations

18
h-index

32
g-index

77
ext. papers

1,676
ext. citations

3.1
avg, IF

4.65
L-index

| # | Paper | IF | Citations |
|----|--|-----|-----------|
| 70 | Available Virtual Reality-Based Tools for Executive Functions: A Systematic Review.. <i>Frontiers in Psychology</i> , 2022 , 13, 833136 | 3.4 | 2 |
| 69 | 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 | 4.8 | 6 |
| 68 | A Simple and Effective Way to Study Executive Functions by Using 360°Videos. <i>Frontiers in Neuroscience</i> , 2021 , 15, 622095 | 5.1 | 5 |
| 67 | EXIT 360°Executive-Functions Innovative Tool 360°A Simple and Effective Way to Study Executive Functions in Parkinson's Disease by Using 360°Videos. <i>Applied Sciences (Switzerland)</i> , 2021 , 11, 6791 | 2.6 | 2 |
| 66 | 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 | 4.3 | 5 |
| 65 | Executive-Functions Innovative Tool (EXIT 360°): A Usability and User Experience Study of an Original 360°-Based Assessment Instrument. <i>Sensors</i> , 2021 , 21, | 3.8 | 4 |
| 64 | 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 |
| 63 | Building Embodied Spaces for Spatial Memory Neurorehabilitation with Virtual Reality in Normal and Pathological Aging. <i>Brain Sciences</i> , 2021 , 11, | 3.4 | 4 |
| 62 | Exploring Virtual Reality for the Assessment and Rehabilitation of Executive Functions 2021 , 866-884 | | |
| 61 | Executive Functions Are Associated with Fall Risk but not Balance in Chronic Cerebrovascular Disease. <i>Journal of Clinical Medicine</i> , 2020 , 9, | 5.1 | 2 |
| 60 | 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 |
| 59 | Gulliver's virtual travels: active embodiment in extreme body sizes for modulating our body representations. <i>Cognitive Processing</i> , 2020 , 21, 509-520 | 1.5 | 5 |
| 58 | 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 |
| 57 | 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 |
| 56 | 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 | 5.1 | 10 |
| 55 | Digital Biomarkers for the Early Detection of Mild Cognitive Impairment: Artificial Intelligence Meets Virtual Reality. <i>Frontiers in Human Neuroscience</i> , 2020 , 14, 245 | 3.3 | 12 |
| 54 | 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 | 3.4 | 3 |

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| 53 | 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 | 4.1 | 9 |
| 52 | 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 | 3.4 | 15 |
| 51 | A New Application for the Motor Rehabilitation at Home: Structure and Usability of Bal-App. <i>IEEE Transactions on Emerging Topics in Computing</i> , 2020 , 1-1 | 4.1 | 4 |
| 50 | Virtual Reality as a Possible Tool for the Assessment of Self-Awareness. <i>Frontiers in Behavioral Neuroscience</i> , 2019 , 13, 62 | 3.5 | 10 |
| 49 | Cerebellar Transcranial Direct Current Stimulation (tDCS), Leaves Virtual Navigation Performance Unchanged. <i>Frontiers in Neuroscience</i> , 2019 , 13, 198 | 5.1 | 3 |
| 48 | Beyond Cognitive Rehabilitation: Immersive but Noninvasive Treatment for Elderly. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2019 , 263-273 | 0.2 | 1 |
| 47 | Anthropometry and Scan: A Computational Exploration on Measuring and Imaging. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2019 , 102-116 | 0.2 | |
| 46 | An Immersive Motor Protocol for Frailty Rehabilitation. <i>Frontiers in Neurology</i> , 2019 , 10, 1078 | 4.1 | 8 |
| 45 | An Immersive Cognitive Rehabilitation Program: A Case Study. <i>Biosystems and Biorobotics</i> , 2019 , 711-715 | 0.2 | 2 |
| 44 | A Computational Approach for the Assessment of Executive Functions in Patients with Obsessive-Compulsive Disorder. <i>Journal of Clinical Medicine</i> , 2019 , 8, | 5.1 | 6 |
| 43 | 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 |
| 42 | Toward an Embodied Medicine: A Portable Device with Programmable Interoceptive Stimulation for Heart Rate Variability Enhancement. <i>Sensors</i> , 2018 , 18, | 3.8 | 19 |
| 41 | Feel the Time. Time Perception as a Function of Interoceptive Processing. <i>Frontiers in Human Neuroscience</i> , 2018 , 12, 74 | 3.3 | 32 |
| 40 | 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, | 3.8 | 7 |
| 39 | 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 |
| 38 | The Italian Adaptation of Interpersonal Communication Competences Questionnaire. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2018 , 34-41 | 0.2 | |
| 37 | A First Look on Frailty: A Scientometric Analysis. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2018 , 15-23 | 0.2 | |
| 36 | The Use of 3D Body Scanner in Medicine and Psychology: A Narrative Review. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2018 , 74-83 | 0.2 | 2 |

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| 35 | An Innovative Virtual Reality-Based Training Program for the Rehabilitation of Cognitive Frail Patients. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2018 , 62-66 | 0.2 | 4 |
| 34 | Exploring Virtual Reality for the Assessment and Rehabilitation of Executive Functions. <i>International Journal of Virtual and Augmented Reality</i> , 2018 , 2, 32-47 | 0.3 | 5 |
| 33 | Assessment of Unilateral Spatial Neglect Using a Free Mobile Application for Italian Clinicians. <i>Frontiers in Psychology</i> , 2018 , 9, 2241 | 3.4 | 5 |
| 32 | 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 | 3.7 | 9 |
| 31 | Using an Aging Simulator Suit for Modeling Visuo-Motor Limitations of Elderly Users Interacting with a Mobile Application: Feasibility Study. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2018 , 24-33 | 0.2 | 0 |
| 30 | 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 |
| 29 | An eye-tracking controlled neuropsychological battery for cognitive assessment in neurological diseases. <i>Neurological Sciences</i> , 2017 , 38, 595-603 | 3.5 | 7 |
| 28 | An eye-tracker controlled cognitive battery: overcoming verbal-motor limitations in ALS. <i>Journal of Neurology</i> , 2017 , 264, 1136-1145 | 5.5 | 15 |
| 27 | Egocentric and allocentric spatial reference frames in aging: A systematic review. <i>Neuroscience and Biobehavioral Reviews</i> , 2017 , 80, 605-621 | 9 | 103 |
| 26 | Setting-up a clinical trial: Some methodological recommendations. <i>Anuario De Psicologia</i> , 2017 , 47, 130-139 | | |
| 25 | Computational Psychometrics for Modeling System Dynamics during Stressful Disasters. <i>Frontiers in Psychology</i> , 2017 , 8, 1401 | 3.4 | 3 |
| 24 | Enrichment Effects of Gestures and Pictures on Abstract Words in a Second Language. <i>Frontiers in Psychology</i> , 2017 , 8, 2136 | 3.4 | 21 |
| 23 | 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 |
| 22 | A Psychometric Tool for a Virtual Reality Rehabilitation Approach for Dyslexia. <i>Computational and Mathematical Methods in Medicine</i> , 2017 , 2017, 7048676 | 2.8 | 11 |
| 21 | Feeling Ghost Food as Real One: Psychometric Assessment of Presence Engagement Exposing to Food in Augmented Reality. <i>Communications in Computer and Information Science</i> , 2016 , 99-109 | 0.3 | 3 |
| 20 | Testing Augmented Reality for Cue Exposure in Obese Patients: An Exploratory Study. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2016 , 19, 107-114 | 4.4 | 23 |
| 19 | 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 |
| 18 | The Use of Virtual Reality Tools for the Assessment of Executive Functions and Unilateral Spatial Neglect. <i>Advances in Medical Technologies and Clinical Practice Book Series</i> , 2016 , 115-140 | 0.3 | 5 |

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|----|--|-----|---------|
| 17 | Technology and Cognitive Empowerment for Healthy Elderly. <i>Advances in Psychology, Mental Health, and Behavioral Studies</i> , 2016 , 193-213 | 0.2 | 4 |
| 16 | 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 |
| 15 | 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 | 3.6 | 11 |
| 14 | Assessment and rehabilitation of neglect using virtual reality: a systematic review. <i>Frontiers in Behavioral Neuroscience</i> , 2015 , 9, 226 | 3.5 | 59 |
| 13 | 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 |
| 12 | 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, 194629 | 2.6 | 5 |
| 11 | Neglect App. Usability of a new application for assessment and rehabilitation of neglect 2015 , | | 4 |
| 10 | Assessing Unilateral Spatial Neglect using advanced technologies: The potentiality of mobile virtual reality. <i>Technology and Health Care</i> , 2015 , 23, 795-807 | 1.1 | 13 |
| 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 | 3.5 | 47 |
| 8 | 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 | 0.8 | 7 |
| 7 | 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 | 0.5 | 8 |
| 6 | Psychometric Reliability of the NeuroVR-based virtual version of the Multiple Errands Test 2013 , | | 9 |
| 5 | A Virtual Reality Test for the Assessment of Cognitive Deficits: Usability and Perspectives 2013 , | | 13 |
| 4 | 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 |
| 3 | The Use of Virtual Reality Tools for the Assessment of Executive Functions and Unilateral Spatial Neglect | | 891-916 |
| 2 | The ObReco-360°: a new ecological tool to memory assessment using 360°immersive technology. <i>Virtual Reality</i> , 1 | 6 | 4 |
| 1 | Brain M-App's Structure and Usability: A New Application for Cognitive Rehabilitation at Home. <i>Frontiers in Human Neuroscience</i> , 16 , | 3.3 | 2 |