

Nan Zeng

List of Publications by Year in descending order

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Version: 2024-02-01

37
papers

1,430
citations

393982

19
h-index

360668

35
g-index

38
all docs

38
docs citations

38
times ranked

1616
citing authors

#	ARTICLE	IF	CITATIONS
1	Effects of Physical Activity on Motor Skills and Cognitive Development in Early Childhood: A Systematic Review. <i>BioMed Research International</i> , 2017, 2017, 1-13.	0.9	201
2	Virtual Reality Exercise for Anxiety and Depression: A Preliminary Review of Current Research in an Emerging Field. <i>Journal of Clinical Medicine</i> , 2018, 7, 42.	1.0	137
3	Acute Effect of Virtual Reality Exercise Bike Games on College Students' Physiological and Psychological Outcomes. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2017, 20, 453-457.	2.1	105
4	The Beneficial Effects of Mind-Body Exercises for People With Mild Cognitive Impairment: a Systematic Review With Meta-analysis. <i>Archives of Physical Medicine and Rehabilitation</i> , 2019, 100, 1556-1573.	0.5	95
5	Effects of exergaming on motor skill competence, perceived competence, and physical activity in preschool children. <i>Journal of Sport and Health Science</i> , 2019, 8, 106-113.	3.3	81
6	A systematic review of active video games on rehabilitative outcomes among older patients. <i>Journal of Sport and Health Science</i> , 2017, 6, 33-43.	3.3	80
7	Feasibility of smartphone application and social media intervention on breast cancer survivors's health outcomes. <i>Translational Behavioral Medicine</i> , 2019, 9, 11-22.	1.2	73
8	Effectiveness of Combined Smartwatch and Social Media Intervention on Breast Cancer Survivor Health Outcomes: A 10-Week Pilot Randomized Trial. <i>Journal of Clinical Medicine</i> , 2018, 7, 140.	1.0	68
9	Effects of Mind-Body Exercises for Mood and Functional Capabilities in Patients with Stroke: An Analytical Review of Randomized Controlled Trials. <i>International Journal of Environmental Research and Public Health</i> , 2018, 15, 721.	1.2	62
10	Exergaming and obesity in youth: current perspectives. <i>International Journal of General Medicine</i> , 2016, Volume 9, 275-284.	0.8	44
11	Comparison of College Students' Energy Expenditure, Physical Activity, and Enjoyment during Exergaming and Traditional Exercise. <i>Journal of Clinical Medicine</i> , 2018, 7, 433.	1.0	44
12	Home-Based Exergaming on Preschoolers' Energy Expenditure, Cardiovascular Fitness, Body Mass Index and Cognitive Flexibility: A Randomized Controlled Trial. <i>Journal of Clinical Medicine</i> , 2019, 8, 1745.	1.0	44
13	A Systematic Review With Meta-Analysis of Mindful Exercises on Rehabilitative Outcomes Among Poststroke Patients. <i>Archives of Physical Medicine and Rehabilitation</i> , 2018, 99, 2355-2364.	0.5	41
14	Social-ecological correlates of fundamental movement skills in young children. <i>Journal of Sport and Health Science</i> , 2019, 8, 122-129.	3.3	39
15	Acute Effects of Immersive Virtual Reality Exercise on Young Adults' Situational Motivation. <i>Journal of Clinical Medicine</i> , 2019, 8, 1947.	1.0	31
16	Effects of Pokémon GO on Physical Activity and Psychological and Social Outcomes: A Systematic Review. <i>Journal of Clinical Medicine</i> , 2021, 10, 1860.	1.0	28
17	Comparison of College Students' Blood Pressure, Perceived Exertion, and Psychosocial Outcomes During Virtual Reality, Exergaming, and Traditional Exercise: An Exploratory Study. <i>Games for Health Journal</i> , 2020, 9, 290-296.	1.1	27
18	Associations between Self-Determined Motivation, Accelerometer-Determined Physical Activity, and Quality of Life in Chinese College Students. <i>International Journal of Environmental Research and Public Health</i> , 2019, 16, 2941.	1.2	26

#	ARTICLE	IF	CITATIONS
19	Effects of Mindâ€“Body Movements on Balance Function in Stroke Survivors: A Meta-Analysis of Randomized Controlled Trials. <i>International Journal of Environmental Research and Public Health</i> , 2018, 15, 1292.	1.2	25
20	The Dilemma of Analyzing Physical Activity and Sedentary Behavior with Wrist Accelerometer Data: Challenges and Opportunities. <i>Journal of Clinical Medicine</i> , 2021, 10, 5951.	1.0	24
21	The effects of active video games on patients' rehabilitative outcomes: A meta-analysis. <i>Preventive Medicine</i> , 2017, 95, 38-46.	1.6	19
22	Associations of Sedentary Behavior with Physical Fitness and Academic Performance among Chinese Students Aged 8â€“19 Years. <i>International Journal of Environmental Research and Public Health</i> , 2019, 16, 4494.	1.2	18
23	Validation of Four Smartwatches in Energy Expenditure and Heart Rate Assessment During Exergaming. <i>Games for Health Journal</i> , 2019, 8, 205-212.	1.1	16
24	Reliability of Using Motion Sensors to Measure Childrenâ€™s Physical Activity Levels in Exergaming. <i>Journal of Clinical Medicine</i> , 2018, 7, 100.	1.0	15
25	A Systematic Review of Active Video Games on Youthâ€™s Body Composition and Physical Activity. <i>International Journal of Sports Medicine</i> , 2020, 41, 561-573.	0.8	15
26	Moving Together: Understanding Parent Perceptions Related to Physical Activity and Motor Skill Development in Preschool Children. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 9196.	1.2	14
27	Digital Intervention Strategies for Increasing Physical Activity Among Preschoolers: Systematic Review. <i>Journal of Medical Internet Research</i> , 2022, 24, e28230.	2.1	12
28	Relationships between College Studentsâ€™ Sedentary Behavior, Sleep Quality, and Body Mass Index. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 3946.	1.2	9
29	Acute Effects of Virtual Reality Exercise Biking on College Studentsâ€™ Physical Responses. <i>Research Quarterly for Exercise and Sport</i> , 2022, 93, 633-639.	0.8	8
30	Effect of Active Video Games on Healthy Childrenâ€™s Fundamental Motor Skills and Physical Fitness: A Systematic Review. <i>International Journal of Environmental Research and Public Health</i> , 2020, 17, 8264.	1.2	7
31	Retired Elite Athletes' Physical Activity, Physiological, and Psychosocial Outcomes During Single- and Double-Player Exergaming. <i>Journal of Strength and Conditioning Research</i> , 2019, 33, 3220-3225.	1.0	6
32	Leveraging Fitness Tracker and Personalized Exercise Prescription to Promote Breast Cancer Survivorsâ€™ Health Outcomes: A Feasibility Study. <i>Journal of Clinical Medicine</i> , 2020, 9, 1775.	1.0	5
33	Bidirectional Relationships among Childrenâ€™s Perceived Competence, Motor Skill Competence, Physical Activity, and Cardiorespiratory Fitness across One School Year. <i>BioMed Research International</i> , 2021, 2021, 1-13.	0.9	4
34	Motor Skill Competence Matters in Promoting Physical Activity and Health. <i>BioMed Research International</i> , 2021, 2021, 1-5.	0.9	4
35	The SPORKS For Kids: Integrating Movement Into Nutrition Education. <i>Journal of Nutrition Education and Behavior</i> , 2021, 53, 903-906.	0.3	2
36	Effects of Exergaming on Motor Skill Competence, Perceived Competence, and Physical Activity in Preschool Children. <i>Medicine and Science in Sports and Exercise</i> , 2019, 51, 511-511.	0.2	1

#	ARTICLE	IF	CITATIONS
37	Authors'™ Response to Letter to the Editor. Archives of Physical Medicine and Rehabilitation, 2021, 102, 159-160.	0.5	0