

# Nan Zeng

## 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.

34  
papers

721  
citations

15  
h-index

26  
g-index

38  
ext. papers

1,119  
ext. citations

4.1  
avg, IF

4.71  
L-index

#	Paper	IF	Citations
34	Effects of Physical Activity on Motor Skills and Cognitive Development in Early Childhood: A Systematic Review. <i>BioMed Research International</i> , <b>2017</b> , 2017, 2760716	3	97
33	Virtual Reality Exercise for Anxiety and Depression: A Preliminary Review of Current Research in an Emerging Field. <i>Journal of Clinical Medicine</i> , <b>2018</b> , 7,	5.1	73
32	Acute Effect of Virtual Reality Exercise Bike Games on College Students' Physiological and Psychological Outcomes. <i>Cyberpsychology, Behavior, and Social Networking</i> , <b>2017</b> , 20, 453-457	4.4	66
31	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> , <b>2019</b> , 100, 1556-1573	2.8	57
30	A systematic review of active video games on rehabilitative outcomes among older patients. <i>Journal of Sport and Health Science</i> , <b>2017</b> , 6, 33-43	8.2	48
29	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> , <b>2018</b> , 15,	4.6	48
28	Feasibility of smartphone application and social media intervention on breast cancer survivors' health outcomes. <i>Translational Behavioral Medicine</i> , <b>2019</b> , 9, 11-22	3.2	39
27	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> , <b>2018</b> , 7,	5.1	38
26	Effects of exergaming on motor skill competence, perceived competence, and physical activity in preschool children. <i>Journal of Sport and Health Science</i> , <b>2019</b> , 8, 106-113	8.2	37
25	Exergaming and obesity in youth: current perspectives. <i>International Journal of General Medicine</i> , <b>2016</b> , 9, 275-84	2.3	29
24	A Systematic Review With Meta-Analysis of Mindful Exercises on Rehabilitative Outcomes Among Poststroke Patients. <i>Archives of Physical Medicine and Rehabilitation</i> , <b>2018</b> , 99, 2355-2364	2.8	29
23	Social-ecological correlates of fundamental movement skills in young children. <i>Journal of Sport and Health Science</i> , <b>2019</b> , 8, 122-129	8.2	23
22	Comparison of College Students' Energy Expenditure, Physical Activity, and Enjoyment during Exergaming and Traditional Exercise. <i>Journal of Clinical Medicine</i> , <b>2018</b> , 7,	5.1	21
21	Effects of Mind-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> , <b>2018</b> , 15,	4.6	18
20	The effects of active video games on patients' rehabilitative outcomes: A meta-analysis. <i>Preventive Medicine</i> , <b>2017</b> , 95, 38-46	4.3	16
19	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> , <b>2019</b> , 8,	5.1	15
18	Acute Effects of Immersive Virtual Reality Exercise on Young Adults' Situational Motivation. <i>Journal of Clinical Medicine</i> , <b>2019</b> , 8,	5.1	11

17	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> , <b>2019</b> , 16,	4.6	10
16	Reliability of Using Motion Sensors to Measure Children's Physical Activity Levels in Exergaming. <i>Journal of Clinical Medicine</i> , <b>2018</b> , 7,	5.1	8
15	Associations of Sedentary Behavior with Physical Fitness and Academic Performance among Chinese Students Aged 8-19 Years. <i>International Journal of Environmental Research and Public Health</i> , <b>2019</b> , 16,	4.6	8
14	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> , <b>2020</b> , 9, 290-296	4.2	7
13	Validation of Four Smartwatches in Energy Expenditure and Heart Rate Assessment During Exergaming. <i>Games for Health Journal</i> , <b>2019</b> , 8, 205-212	4.2	5
12	A Systematic Review of Active Video Games on Youth's Body Composition and Physical Activity. <i>International Journal of Sports Medicine</i> , <b>2020</b> , 41, 561-573	3.6	4
11	Effects of Pokémon GO on Physical Activity and Psychological and Social Outcomes: A Systematic Review. <i>Journal of Clinical Medicine</i> , <b>2021</b> , 10,	5.1	4
10	Leveraging Fitness Tracker and Personalized Exercise Prescription to Promote Breast Cancer Survivors' Health Outcomes: A Feasibility Study. <i>Journal of Clinical Medicine</i> , <b>2020</b> , 9,	5.1	2
9	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> , <b>2021</b> , 18,	4.6	2
8	Digital Intervention Strategies for Increasing Physical Activity Among Preschoolers: Systematic Review. <i>Journal of Medical Internet Research</i> , <b>2022</b> , 24, e28230	7.6	1
7	Effect of Active Video Games on Healthy Children's Fundamental Motor Skills and Physical Fitness: A Systematic Review. <i>International Journal of Environmental Research and Public Health</i> , <b>2020</b> , 17,	4.6	1
6	Retired Elite Athletes' Physical Activity, Physiological, and Psychosocial Outcomes During Single- and Double-Player Exergaming. <i>Journal of Strength and Conditioning Research</i> , <b>2019</b> , 33, 3220-3225	3.2	1
5	Effects of Exergaming on Motor Skill Competence, Perceived Competence, and Physical Activity in Preschool Children. <i>Medicine and Science in Sports and Exercise</i> , <b>2019</b> , 51, 511-511	1.2	1
4	Acute Effects of Virtual Reality Exercise Biking on College Students' Physical Responses. <i>Research Quarterly for Exercise and Sport</i> , <b>2021</b> , 1-7	1.9	0
3	The SPORKS For Kids: Integrating Movement Into Nutrition Education. <i>Journal of Nutrition Education and Behavior</i> , <b>2021</b> , 53, 903-906	2	0
2	Bidirectional Relationships among Children's Perceived Competence, Motor Skill Competence, Physical Activity, and Cardiorespiratory Fitness across One School Year. <i>BioMed Research International</i> , <b>2021</b> , 2021, 1704947	3	0
1	Authors' Response to Letter to the Editor. <i>Archives of Physical Medicine and Rehabilitation</i> , <b>2021</b> , 102, 159-160	2.8	