

Nan Zeng

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.

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	Digital Intervention Strategies for Increasing Physical Activity Among Preschoolers: Systematic Review.. <i>Journal of Medical Internet Research</i> , 2022 , 24, e28230	7.6	1
33	Acute Effects of Virtual Reality Exercise Biking on College Students' Physical Responses. <i>Research Quarterly for Exercise and Sport</i> , 2021 , 1-7	1.9	0
32	Effects of Pokémon GO on Physical Activity and Psychological and Social Outcomes: A Systematic Review. <i>Journal of Clinical Medicine</i> , 2021 , 10,	5.1	4
31	Authors' Response to Letter to the Editor. <i>Archives of Physical Medicine and Rehabilitation</i> , 2021 , 102, 159-160	2.8	
30	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,	4.6	2
29	The SPORKS For Kids: Integrating Movement Into Nutrition Education. <i>Journal of Nutrition Education and Behavior</i> , 2021 , 53, 903-906	2	0
28	Bidirectional Relationships among Children's Perceived Competence, Motor Skill Competence, Physical Activity, and Cardiorespiratory Fitness across One School Year. <i>BioMed Research International</i> , 2021 , 2021, 1704947	3	0
27	A Systematic Review of Active Video Games on Youth's Body Composition and Physical Activity. <i>International Journal of Sports Medicine</i> , 2020 , 41, 561-573	3.6	4
26	Leveraging Fitness Tracker and Personalized Exercise Prescription to Promote Breast Cancer Survivors' Health Outcomes: A Feasibility Study. <i>Journal of Clinical Medicine</i> , 2020 , 9,	5.1	2
25	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> , 2020 , 17,	4.6	1
24	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	4.2	7
23	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,	4.6	10
22	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	2.8	57
21	Validation of Four Smartwatches in Energy Expenditure and Heart Rate Assessment During Exergaming. <i>Games for Health Journal</i> , 2019 , 8, 205-212	4.2	5
20	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,	5.1	15
19	Social-ecological correlates of fundamental movement skills in young children. <i>Journal of Sport and Health Science</i> , 2019 , 8, 122-129	8.2	23
18	Acute Effects of Immersive Virtual Reality Exercise on Young Adults' Situational Motivation. <i>Journal of Clinical Medicine</i> , 2019 , 8,	5.1	11

17	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> , 2019 , 16,	4.6	8
16	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	3.2	1
15	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	1.2	1
14	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	8.2	37
13	Feasibility of smartphone application and social media intervention on breast cancer survivors' health outcomes. <i>Translational Behavioral Medicine</i> , 2019 , 9, 11-22	3.2	39
12	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,	4.6	48
11	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> , 2018 , 15,	4.6	18
10	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,	5.1	73
9	Reliability of Using Motion Sensors to Measure Children's Physical Activity Levels in Exergaming. <i>Journal of Clinical Medicine</i> , 2018 , 7,	5.1	8
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,	5.1	38
7	Comparison of College Students' Energy Expenditure, Physical Activity, and Enjoyment during Exergaming and Traditional Exercise. <i>Journal of Clinical Medicine</i> , 2018 , 7,	5.1	21
6	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	2.8	29
5	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	8.2	48
4	The effects of active video games on patients' rehabilitative outcomes: A meta-analysis. <i>Preventive Medicine</i> , 2017 , 95, 38-46	4.3	16
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	4.4	66
2	Effects of Physical Activity on Motor Skills and Cognitive Development in Early Childhood: A Systematic Review. <i>BioMed Research International</i> , 2017 , 2017, 2760716	3	97
1	Exergaming and obesity in youth: current perspectives. <i>International Journal of General Medicine</i> , 2016 , 9, 275-84	2.3	29