

CITATION REPORT

List of articles citing

Review of the Augmented Reality Systems for Shoulder Rehabilitation

DOI: 10.3390/info10050154
Information (Switzerland), 2019, 10, 154.

Source: <https://exaly.com/paper-pdf/73238165/citation-report.pdf>

Version: 2024-04-20

This report has been generated based on the citations recorded by exaly.com for the above article. For the latest version of this publication list, visit the link given above.

The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

#	Paper	IF	Citations
26	Wrist Rehabilitation System Using Augmented Reality for Hemiplegic Stroke Patient Rehabilitation: A Feasibility Study. <i>Applied Sciences (Switzerland)</i> , 2019 , 9, 2892	2.6	6
25	Wearable Augmented Reality Application for Shoulder Rehabilitation. <i>Electronics (Switzerland)</i> , 2019 , 8, 1178	2.6	13
24	Towards a Wearable Augmented Reality Visor for High-Precision Manual Tasks. 2020 ,		0
23	Monitoring Wound Healing With Contactless Measurements and Augmented Reality. <i>IEEE Journal of Translational Engineering in Health and Medicine</i> , 2020 , 8, 2700412	3	6
22	. 2020 ,		2
21	Brain computer interface advancement in neurosciences: Applications and issues. <i>Interdisciplinary Neurosurgery: Advanced Techniques and Case Management</i> , 2020 , 20, 100694	0.5	20
20	Instrumental Validity of the Motion Detection Accuracy of a Smartphone-Based Training Game. <i>International Journal of Environmental Research and Public Health</i> , 2021 , 18,	4.6	0
19	Subakromiyal Sırtta Sendromunda Video Oyunlar Tabanlı Egzersiz Etkilerinin Etkilerinin İncelenmesi. <i>Harran Üniversitesi Tıp Fakültesi Dergisi</i> , 262-268		
18	Pose Estimation for Facilitating Movement Learning from Online Videos. 2020 ,		2
17	PhyRe Up! A System Based on Mixed Reality and Gamification to Provide Home Rehabilitation for Stroke Patients. <i>IEEE Access</i> , 2021 , 9, 139122-139137	3.5	2
16	Modelling Alzheimer's People Brain Using Augmented Reality for Medical Diagnosis Analysis. <i>Advances in Intelligent Systems and Computing</i> , 2020 , 524-531	0.4	0
15	A meta-analysis and systematic literature review of mixed reality rehabilitation programs: Investigating design characteristics of augmented reality and augmented virtuality. <i>Computers in Human Behavior</i> , 2022 , 130, 107197	7.7	1
14	Effectiveness of Augmented Reality in Stroke Rehabilitation: A Meta-Analysis. <i>Applied Sciences (Switzerland)</i> , 2022 , 12, 1848	2.6	3
13	Simultaneous exercise recognition and evaluation in prescribed routines: Approach to virtual coaches. <i>Expert Systems With Applications</i> , 2022 , 116990	7.8	1
12	StepAR: A personalized exergame for people with multiple sclerosis based on video-mapping. <i>Entertainment Computing</i> , 2022 , 42, 100487	1.9	
11	Review on Augmented Reality Technology. 2021 ,		0
10	What is Significant in Modern Augmented Reality: A Systematic Analysis of Existing Reviews. <i>Journal of Imaging</i> , 2022 , 8, 145	3.1	1

9	Rehabilitation of Burn Victims: Improving Quality of Life in Victims with Face and Neck Burn through an Augmented Reality Coupled Pamphlet. <i>Journal of Burn Care and Research</i> ,	0.8	
8	Sport and Anatomy Teaching, Research, and Assistance at the University of Pisa. <i>Sustainability</i> , 2022 , 14, 8160	3.6	0
7	Effectiveness of Augmented Reality for Lower Limb Rehabilitation: A Systematic Review. <i>Applied Bionics and Biomechanics</i> , 2022 , 2022, 1-10	1.6	
6	Augmenting Performance: A Systematic Review of Optical See-Through Head-Mounted Displays in Surgery. 2022 , 8, 203		3
5	Digital rehabilitation for hand and wrist pain: a single-arm prospective longitudinal cohort study. 2022 , 7, e1026		
4	Development and Validation of Virtual Reality Combined with Shoulder Wheel Device for Active Rehabilitation Training.		
3	Applications of Augmented Reality in Neurology: Architectural Model and Guidelines. 2022 , 10, 102804-102830		
2	Comparison of Reaching Motion in Mixed Reality Headset and End-effector-based Robotic Arm with Flat Panel Display. 2022 ,		0
1	An augmented reality interface to control a collaborative robot in rehab: A preliminary usability evaluation. 5,		0