

# CITATION REPORT

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## What Players of Virtual Reality Exercise Games Want: Thematic Analysis of Web-Based Reviews

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#	Paper	IF	Citations
37	Can Physical Activity in Immersive Virtual Reality Be Attractive and Have Sufficient Intensity to Meet Health Recommendations for Obese Children? A Pilot Study. <i>International Journal of Environmental Research and Public Health</i> , <b>2020</b> , 17,	4.6	3
36	Ready Exerciser One: Effects of music and virtual reality on cycle ergometer exercise. <i>British Journal of Health Psychology</i> , <b>2021</b> , 26, 15-32	8.3	6
35	Better, Virtually: the Past, Present, and Future of Virtual Reality Cognitive Behavior Therapy. <i>International Journal of Cognitive Therapy</i> , <b>2021</b> , 14, 23-46	1.4	9
34	A Virtual Reality Exergame to Engage Adolescents in Physical Activity: Mixed Methods Study Describing the Formative Intervention Development Process. <i>Journal of Medical Internet Research</i> , <b>2021</b> , 23, e18161	7.6	4
33	Motivation in Team Exergames: Testing the Kbler Discrepancy Effect with a Software-Generated Partner During Plank Exercise. <i>Games for Health Journal</i> , <b>2021</b> , 10, 57-62	4.2	
32	Effects of the self-regulated strategy within the context of spherical video-based virtual reality on students' learning performances in an art history class. <i>Interactive Learning Environments</i> , 1-24	3.1	9
31	CeVRicale: A VR app for Cervical Rehabilitation. <b>2021</b> ,		
30	Virtual Training of Endurance Cycling - A Summary of Strengths, Weaknesses, Opportunities and Threats. <i>Frontiers in Sports and Active Living</i> , <b>2021</b> , 3, 631101	2.3	4
29	What do users think about Virtual Reality relaxation applications? A mixed methods study of online user reviews using natural language processing. <i>Internet Interventions</i> , <b>2021</b> , 24, 100370	4.4	1
28	A Study of Physical Fitness and Enjoyment on Virtual Running for Exergames. <i>International Journal of Computer Games Technology</i> , <b>2021</b> , 2021, 1-16	4.8	5
27	A Spherical Video-Based Immersive Virtual Reality Learning System to Support Landscape Architecture Students' Learning Performance during the COVID-19 Era. <i>Land</i> , <b>2021</b> , 10, 561	3.5	6
26	Active video games in fully immersive virtual reality elicit moderate-to-vigorous physical activity and improve cognitive performance in sedentary college students. <i>Journal of Sport and Health Science</i> , <b>2021</b> ,	8.2	3
25	"Will It Affect Our Chances of Having Children?" and Feeling "Like a Ticking Bomb" -The Fertility Concerns and Fears of Cancer Progression and Recurrence in Cancer Treatment Decision-Making Among Young Women Diagnosed With Gynaecological or Breast Cancer. <i>Frontiers in Psychology</i> ,	3.4	1
24	Physiological and Metabolic Requirements, and User-Perceived Exertion of Immersive Virtual Reality Exergaming Incorporating an Adaptive Cable Resistance System: An Exploratory Study. <i>Games for Health Journal</i> , <b>2021</b> , 10, 361-369	4.2	1
23	A Personalized Home-Based Rehabilitation Program Using Exergames Combined With a Telerehabilitation App in a Chronic Stroke Survivor: Mixed Methods Case Study. <i>JMIR Serious Games</i> , <b>2021</b> , 9, e26153	3.4	0
22	Immersive virtual reality exergames to promote well-being of community-dwelling older adults: a mixed-methods pilot study protocol (Preprint).		
21	Virtual Reality Games and the Role of Body Involvement in Enhancing Positive Emotions and Decreasing Anxiety: Within-Subjects Pilot Study. <i>JMIR Serious Games</i> , <b>2020</b> , 8, e15635	3.4	10

20	Exergaming With Beat Saber: An Investigation of Virtual Reality Aftereffects. <i>Journal of Medical Internet Research</i> , <b>2020</b> , 22, e19840	7.6	14
19	Rehabilitation of upper extremity by telerehabilitation combined with exergames in chronic stroke survivors: Preliminary findings from a feasibility clinical trial (Preprint).		
18	Virtual Reality Arcades: A Study on Usage Habits with Emphasis on Digital Gaming. <i>Communications in Computer and Information Science</i> , <b>2019</b> , 179-194	0.3	0
17	[New perspectives of motor rehabilitation of patients after focal brain lesions]. <i>Zhurnal Voprosy Neirokhirurgii Imeni N N Burdenko</i> , <b>2019</b> , 83, 90-99		6
16	Exergaming With Beat Saber: An Investigation of Virtual Reality Aftereffects (Preprint).		
15	A Virtual Reality Exergame to Engage Adolescents in Physical Activity: Mixed Methods Study Describing the Formative Intervention Development Process (Preprint).		
14	Analysis of Unsatisfying User Experiences and Unmet Psychological Needs for Virtual Reality Exergames Using Deep Learning Approach. <i>Information (Switzerland)</i> , <b>2021</b> , 12, 486	2.6	1
13	Does acute virtual reality exergaming enhance mood and executive function?:A crossover trial (Preprint).		
12	Much Realistic, Such Wow! A Systematic Literature Review of Realism in Digital Games. <b>2022</b> ,		1
11	Immersive virtual reality exergames to promote well-being of community-dwelling older adults: a mixed-methods pilot study protocol (Preprint). <i>JMIR Research Protocols</i> ,	2	1
10	Rehabilitation of upper extremity by telerehabilitation combined with exergames in chronic stroke survivors: Preliminary findings from a feasibility clinical trial (Preprint). <i>JMIR Rehabilitation and Assistive Technologies</i> ,	3.2	0
9	Improving the Health of Emerging Adult Gamers: A Scoping Review of Influences. <i>Nutrients</i> , <b>2022</b> , 14, 2226	6.7	2
8	Immersive virtual reality in the age of the Metaverse: A hybrid-narrative review based on the technology affordance perspective. <i>Journal of Strategic Information Systems</i> , <b>2022</b> , 31, 101717	13.3	11
7	The Needs Analysis of Virtual Exergaming. <b>2021</b> ,		
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5	Mild simulator sickness can alter heart rate variability, mental workload, and learning outcomes in a 360° virtual reality application for medical education: a post hoc analysis of a randomized controlled trial.		0
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