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Acceptance, Usability and Health Applications of Virtual Worlds by Older Adults: A Feasibility Study

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#	Paper	IF	Citations
21	Patient-perceived acceptability of a virtual world-based cardiac rehabilitation program. <i>Digital Health</i> , 2017 , 3, 2055207617705548	4	6
20	Acceptance of different design exergames in elders. <i>PLoS ONE</i> , 2018 , 13, e0200185	3.7	7
19	Patient preferences for using mobile technologies in clinical trials. <i>Contemporary Clinical Trials Communications</i> , 2019 , 15, 100399	1.8	12
18	Do You Care for Robots That Care? Exploring the Opinions of Vocational Care Students on the Use of Healthcare Robots. <i>Robotics</i> , 2019 , 8, 22	2.8	5
17	Immersive 3D Virtual Reality Cancellation Task for Visual Neglect Assessment: A Pilot Study. <i>Frontiers in Human Neuroscience</i> , 2020 , 14, 180	3.3	9
16	Usability Issues of Clinical and Research Applications of Virtual Reality in Older People: A Systematic Review. <i>Frontiers in Human Neuroscience</i> , 2020 , 14, 93	3.3	41
15	Development of a Search Task Using Immersive Virtual Reality: Proof-of-Concept Study (Preprint).		
14	Avatar-Mediated Communication in Social VR: An In-depth Exploration of Older Adult Interaction in an Emerging Communication Platform. 2021 ,		3
13	Development of a Search Task Using Immersive Virtual Reality: Proof-of-Concept Study. <i>JMIR Serious Games</i> , 2021 , 9, e29182	3.4	3
12	Interrogating Social Virtual Reality as a Communication Medium for Older Adults. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2019 , 3, 1-24	3.4	16
11	Implications for Training on Smartphone Medication Reminder App Use by Adults With Chronic Conditions: Pilot Study Applying the Technology Acceptance Model. <i>JMIR Formative Research</i> , 2017 , 1, e5	2.5	7
10	VA FitHeart, a Mobile App for Cardiac Rehabilitation: Usability Study. <i>JMIR Human Factors</i> , 2018 , 5, e3	2.5	37
9	Using Mobile Technology to Provide Personalized Reminiscence for People Living With Dementia and Their Carers: Appraisal of Outcomes From a Quasi-Experimental Study. <i>JMIR Mental Health</i> , 2018 , 5, e57	6	20
8	A Vitruvian-Inspired Theoretical Framework for Architecture in Virtual Worlds. <i>Advances in Media, Entertainment and the Arts</i> , 2018 , 152-168	0.2	
7	Image_1.JPEG. 2020 ,		
6	Cardiovascular Disease Prevention Education Using a Virtual Environment in Sexual-Minority Men of Color With HIV: Protocol for a Sequential, Mixed Method, Waitlist Randomized Controlled Trial (Preprint).		0
5	Cardiovascular Disease Prevention Education Using a Virtual Environment in Sexual-Minority Men of Color With HIV: Protocol for a Sequential, Mixed Method, Waitlist Randomized Controlled Trial.. <i>JMIR Research Protocols</i> , 2022 , 11, e38348	2	0

4	Towards a Social VR-based Exergame for Elderly Users: An Exploratory Study of Acceptance, Experiences and Design Principles. <i>Lecture Notes in Computer Science</i> , 2022 , 495-504	0.9	0
3	The Technology Acceptance Model and Older Adults Exercise Intentions A Systematic Literature Review. 2022 , 7, 124		1
2	Design and Evaluation of Personalized Services to Foster Active Aging: The Experience of Technology Pre-Validation in Italian Pilots. 2023 , 23, 797		1
1	Metaverse Virtual Social Center for the Elderly Communication During the Social Distancing. 2023 , 5, 68-80		0