

Heidi Sveistrup

List of Publications by Year in descending order

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Version: 2024-02-01

31
papers

2,112
citations

377584

21
h-index

620720

26
g-index

31
all docs

31
docs citations

31
times ranked

2353
citing authors

#	ARTICLE	IF	CITATIONS
1	Motor rehabilitation using virtual reality. , 2004, 1, 10.		525
2	Arm Motor Recovery Using a Virtual Reality Intervention in Chronic Stroke. Neurorehabilitation and Neural Repair, 2013, 27, 13-23.	1.4	175
3	Experimental Studies of Virtual Reality-Delivered Compared to Conventional Exercise Programs for Rehabilitation. Cyberpsychology, Behavior and Social Networking, 2003, 6, 245-249.	2.2	161
4	The development of coordination for reach-to-grasp movements in children. Experimental Brain Research, 2002, 146, 142-154.	0.7	152
5	An Intensive Virtual Reality Program Improves Functional Balance and Mobility of Adolescents With Cerebral Palsy. Pediatric Physical Therapy, 2011, 23, 258-266.	0.3	102
6	Virtual Reality Exercise Improves Mobility After Stroke. Stroke, 2014, 45, 1853-1855.	1.0	98
7	Postural stabilization from fingertip contact: I. Variations in sway attenuation, perceived stability and contact forces with aging. Experimental Brain Research, 2004, 157, 275-85.	0.7	79
8	Longitudinal Development of the Automatic Postural Response in Infants. Journal of Motor Behavior, 1996, 28, 58-70.	0.5	74
9	Determination of Sit-to-Stand Transfer Duration Using Bed and Floor Pressure Sequences. IEEE Transactions on Biomedical Engineering, 2009, 56, 2485-2492.	2.5	66
10	A knowledge translation intervention to enhance clinical application of a virtual reality system in stroke rehabilitation. BMC Health Services Research, 2016, 16, 557.	0.9	63
11	Video capture virtual reality: A decade of rehabilitation assessment and intervention. Physical Therapy Reviews, 2009, 14, 307-321.	0.3	60
12	Motor learning in children with hemiplegic cerebral palsy and the role of sensation in short-term motor training of goal-directed reaching. Developmental Medicine and Child Neurology, 2013, 55, 1121-1128.	1.1	54
13	Changes in the sequencing and timing of muscle response coordination associated with developmental transitions in balance abilities. Human Movement Science, 1992, 11, 23-36.	0.6	48
14	Reliability of kinematic measures of functional reaching in children with cerebral palsy. Developmental Medicine and Child Neurology, 2010, 52, e167-73.	1.1	45
15	Postural stabilization from fingertip contact. Experimental Brain Research, 2005, 164, 155-164.	0.7	43
16	Transitions in Visual Proprioception: A Cross-Sectional Developmental Study of the Effect of Visual Flow on Postural Control. Journal of Motor Behavior, 1996, 28, 101-112.	0.5	42
17	The Effect of Two Types of Virtual Reality on Voluntary Center of Pressure Displacement. Cyberpsychology, Behavior and Social Networking, 2003, 6, 477-485.	2.2	40
18	Two-week virtual reality training for dementia: Single case feasibility study. Journal of Rehabilitation Research and Development, 2014, 51, 1069-1076.	1.6	40

#	ARTICLE	IF	CITATIONS
19	The effectiveness of task-oriented intervention and trunk restraint on upper limb movement quality in children with cerebral palsy. <i>Developmental Medicine and Child Neurology</i> , 2010, 52, e245-53.	1.1	39
20	Home-based virtual reality training after discharge from hospital-based stroke rehabilitation: a parallel randomized feasibility trial. <i>Trials</i> , 2019, 20, 333.	0.7	32
21	Active Video Gaming for Children with Cerebral Palsy: Does a Clinic-Based Virtual Reality Component Offer an Additive Benefit? A Pilot Study. <i>Physical and Occupational Therapy in Pediatrics</i> , 2018, 38, 74-87.	0.8	31
22	Motor Learning and Virtual Reality. <i>Virtual Reality Technologies for Health and Clinical Applications</i> , 2014, , 25-46.	0.8	26
23	Virtual Reality Applications for Prevention, Disability Awareness, and Physical Therapy Rehabilitation in Neurology. <i>Neurology Report</i> , 2002, 26, 55-61.	0.2	25
24	Depressive symptoms influence use of feedback for motor learning and recovery in chronic stroke. <i>Restorative Neurology and Neuroscience</i> , 2015, 33, 727-740.	0.4	19
25	Toilet Grab-Bar Preference and Center of Pressure Deviation During Toilet Transfers in Healthy Seniors, Seniors With Hip Replacements, and Seniors Having Suffered a Stroke. <i>Assistive Technology</i> , 2015, 27, 78-87.	1.2	17
26	Context-aware smart home monitoring through pressure measurement sequences. , 2010, , .		14
27	Sitting Balance Exercise Performed Using Virtual Reality Training on a Stroke Rehabilitation Inpatient Service: A Randomized Controlled Study. <i>PM and R</i> , 2020, 12, 754-765.	0.9	11
28	The Effects of a 5-Day Virtual-Reality Based Exercise Program on Kinematics and Postural Muscle Activity in Youth with Cerebral Palsy. <i>Physical and Occupational Therapy in Pediatrics</i> , 2019, 39, 388-403.	0.8	10
29	The Development of Sensorimotor Integration Underlying Posture Control in Infants during the Transition to Independent Stance. , 1994, , 371-389.		9
30	Measuring sit-to-stand timing variability over time using under mattress pressure sensor technology. , 2014, , .		8
31	Analyzing center of pressure progression during bed exits. , 2014, 2014, 1786-9.		4