Heidi Sveistrup

List of Publications by Year
in descending order

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31	2,112	377584 21	620720 26
papers	citations	h-index	g-index

31	31	31	2353
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Sitting Balance Exercise Performed Using Virtual Reality Training on a Stroke Rehabilitation Inpatient Service: A Randomized Controlled Study. PM and R, 2020, 12, 754-765.	0.9	11
2	Home-based virtual reality training after discharge from hospital-based stroke rehabilitation: a parallel randomized feasibility trial. Trials, 2019, 20, 333.	0.7	32
3	The Effects of a 5-Day Virtual-Reality Based Exercise Program on Kinematics and Postural Muscle Activity in Youth with Cerebral Palsy. Physical and Occupational Therapy in Pediatrics, 2019, 39, 388-403.	0.8	10
4	Active Video Gaming for Children with Cerebral Palsy: Does a Clinic-Based Virtual Reality Component Offer an Additive Benefit? A Pilot Study. Physical and Occupational Therapy in Pediatrics, 2018, 38, 74-87.	0.8	31
5	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
6	Depressive symptoms influence useÂofÂfeedback for motor learning andÂrecovery inÂchronic stroke. Restorative Neurology and Neuroscience, 2015, 33, 727-740.	0.4	19
7	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. Assistive Technology, 2015, 27, 78-87.	1.2	17
8	Two-week virtual reality training for dementia: Single case feasibility study. Journal of Rehabilitation Research and Development, 2014, 51, 1069-1076.	1.6	40
9	Analyzing center of pressure progression during bed exits. , 2014, 2014, 1786-9.		4
10	Measuring sit-to-stand timing variability over time using under mattress pressure sensor technology. , 2014, , .		8
11	Virtual Reality Exercise Improves Mobility After Stroke. Stroke, 2014, 45, 1853-1855.	1.0	98
12	Motor Learning and Virtual Reality. Virtual Reality Technologies for Health and Clinical Applications, 2014, , 25-46.	0.8	26
13	Motor learning in children with hemiplegic cerebral palsy and the role of sensation in shortâ€term motor training of goalâ€directed reaching. Developmental Medicine and Child Neurology, 2013, 55, 1121-1128.	1.1	54
14	Arm Motor Recovery Using a Virtual Reality Intervention in Chronic Stroke. Neurorehabilitation and Neural Repair, 2013, 27, 13-23.	1.4	175
15	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
16	Reliability of kinematic measures of functional reaching in children with cerebral palsy. Developmental Medicine and Child Neurology, 2010, 52, e167-73.	1.1	45
17	The effectiveness of taskâ€oriented intervention and trunk restraint on upper limb movement quality in children with cerebral palsy. Developmental Medicine and Child Neurology, 2010, 52, e245-53.	1.1	39
18	Context-aware smart home monitoring through pressure measurement sequences. , 2010, , .		14

#	Article	IF	Citations
19	Video capture virtual reality: A decade of rehabilitation assessment and intervention. Physical Therapy Reviews, 2009, 14, 307-321.	0.3	60
20	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
21	Postural stabilization from fingertip contact. Experimental Brain Research, 2005, 164, 155-164.	0.7	43
22	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
23	Motor rehabilitation using virtual reality. , 2004, 1, 10.		525
24	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
25	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
26	Virtual Reality Applications for Prevention, Disability Awareness, and Physical Therapy Rehabilitation in Neurology. Neurology Report, 2002, 26, 55-61.	0.2	25
27	The development of coordination for reach-to-grasp movements in children. Experimental Brain Research, 2002, 146, 142-154.	0.7	152
28	Longitudinal Development of the Automatic Postural Response in Infants. Journal of Motor Behavior, 1996, 28, 58-70.	0.5	74
29	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
30	The Development of Sensorimotor Integration Underlying Posture Control in Infants during the Transition to Independent Stance. , 1994, , 371-389.		9
31	Changes in the sequencing and timing of muscle response coordination associated with develomental transitions in balance abilities. Human Movement Science, 1992, 11, 23-36.	0.6	48