

Andrea Gaggioli

List of Publications by Year in descending order

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Version: 2024-02-01

210
papers

8,943
citations

71102

41
h-index

54911

84
g-index

275
all docs

275
docs citations

275
times ranked

9631
citing authors

#	ARTICLE	IF	CITATIONS
1	Effects of COVID-19 Home Confinement on Eating Behaviour and Physical Activity: Results of the ECLB-COVID19 International Online Survey. <i>Nutrients</i> , 2020, 12, 1583.	4.1	1,414
2	Affective Interactions Using Virtual Reality: The Link between Presence and Emotions. <i>Cyberpsychology, Behavior and Social Networking</i> , 2007, 10, 45-56.	2.2	716
3	COVID-19 Home Confinement Negatively Impacts Social Participation and Life Satisfaction: A Worldwide Multicenter Study. <i>International Journal of Environmental Research and Public Health</i> , 2020, 17, 6237.	2.6	301
4	Positive Technology: Using Interactive Technologies to Promote Positive Functioning. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2012, 15, 69-77.	3.9	277
5	Transforming Experience: The Potential of Augmented Reality and Virtual Reality for Enhancing Personal and Clinical Change. <i>Frontiers in Psychiatry</i> , 2016, 7, 164.	2.6	256
6	Effects of home confinement on mental health and lifestyle behaviours during the COVID-19 outbreak: Insight from the ECLB-COVID19 multicenter study. <i>Biology of Sport</i> , 2021, 38, 9-21.	3.2	255
7	Virtual Reality Training for Health-Care Professionals. <i>Cyberpsychology, Behavior and Social Networking</i> , 2003, 6, 389-395.	2.2	233
8	Psychological consequences of COVID-19 home confinement: The ECLB-COVID19 multicenter study. <i>PLoS ONE</i> , 2020, 15, e0240204.	2.5	214
9	A Second Life for eHealth: Prospects for the Use of 3-D Virtual Worlds in Clinical Psychology. <i>Journal of Medical Internet Research</i> , 2008, 10, e21.	4.3	201
10	Effectiveness of Immersive Videos in Inducing Awe: An Experimental Study. <i>Scientific Reports</i> , 2017, 7, 1218.	3.3	163
11	The Present and Future of Positive Technologies. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2012, 15, 78-84.	3.9	150
12	Designing Awe in Virtual Reality: An Experimental Study. <i>Frontiers in Psychology</i> , 2017, 8, 2351.	2.1	144
13	Virtual Reality for Research in Social Neuroscience. <i>Brain Sciences</i> , 2017, 7, 42.	2.3	140
14	Maximizing the Impact of e-Therapy and Serious Gaming: Time for a Paradigm Shift. <i>Frontiers in Psychiatry</i> , 2016, 7, 65.	2.6	138
15	The development of the Awe Experience Scale (AWE-S): A multifactorial measure for a complex emotion. <i>Journal of Positive Psychology</i> , 2019, 14, 474-488.	4.0	131
16	When Virtual Feels Real: Comparing Emotional Responses and Presence in Virtual and Natural Environments. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019, 22, 220-226.	3.9	124
17	Globally altered sleep patterns and physical activity levels by confinement in 5056 individuals: ECLB COVID-19 international online survey. <i>Biology of Sport</i> , 2021, 38, 495-506.	3.2	124
18	A mobile data collection platform for mental health research. <i>Personal and Ubiquitous Computing</i> , 2013, 17, 241-251.	2.8	120

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19	Virtual reality and mobile phones in the treatment of generalized anxiety disorders: a phase-2 clinical trial. <i>Personal and Ubiquitous Computing</i> , 2013, 17, 253-260.	2.8	118
20	Virtual Reality for Enhancing the Cognitive Behavioral Treatment of Obesity With Binge Eating Disorder: Randomized Controlled Study With One-Year Follow-up. <i>Journal of Medical Internet Research</i> , 2013, 15, e113.	4.3	116
21	Experiential Virtual Scenarios With Real-Time Monitoring (Interreality) for the Management of Psychological Stress: A Block Randomized Controlled Trial. <i>Journal of Medical Internet Research</i> , 2014, 16, e167.	4.3	105
22	The Potential of Virtual Reality for the Investigation of Awe. <i>Frontiers in Psychology</i> , 2016, 7, 1766.	2.1	100
23	Sleep Quality and Physical Activity as Predictors of Mental Wellbeing Variance in Older Adults during COVID-19 Lockdown: ECLB COVID-19 International Online Survey. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 4329.	2.6	100
24	Intergenerational Group Reminiscence: A Potentially Effective Intervention to Enhance Elderly Psychosocial Wellbeing and to Improve Children's Perception of Aging. <i>Educational Gerontology</i> , 2014, 40, 486-498.	1.3	99
25	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.	2.0	93
26	Therapeutic applications of the mobile phone. <i>British Journal of Guidance and Counselling</i> , 2009, 37, 313-325.	1.2	90
27	Is your phone so smart to affect your state? An exploratory study based on psychophysiological measures. <i>Neurocomputing</i> , 2012, 84, 23-30.	5.9	86
28	Virtual Reality-Enhanced Cognitive-Behavioral Therapy for Morbid Obesity: A Randomized Controlled Study with 1 Year Follow-Up. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2016, 19, 134-140.	3.9	81
29	Using Activity-Related Behavioural Features towards More Effective Automatic Stress Detection. <i>PLoS ONE</i> , 2012, 7, e43571.	2.5	77
30	Presence and rehabilitation: toward second-generation virtual reality applications in neuropsychology. <i>Journal of NeuroEngineering and Rehabilitation</i> , 2004, 1, 9.	4.6	76
31	Characteristics, Usability, and Users Experience of a System Combining Cognitive and Physical Therapy in a Virtual Environment: Positive Bike. <i>Sensors</i> , 2018, 18, 2343.	3.8	70
32	Personal Health System architecture for stress monitoring and support to clinical decisions. <i>Computer Communications</i> , 2012, 35, 1296-1305.	5.1	68
33	When music "flows": State and trait in musical performance, composition and listening: a systematic review. <i>Frontiers in Psychology</i> , 2015, 6, 906.	2.1	67
34	A Social Virtual Reality-Based Application for the Physical and Cognitive Training of the Elderly at Home. <i>Sensors</i> , 2019, 19, 261.	3.8	67
35	A Strategy for Computer-Assisted Mental Practice in Stroke Rehabilitation. <i>Neurorehabilitation and Neural Repair</i> , 2006, 20, 503-507.	2.9	63
36	Toward a validation of cyber-interventions for stress disorders based on stress inoculation training: a systematic review. <i>Virtual Reality</i> , 2014, 18, 73-87.	6.1	61

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37	The creative link: Investigating the relationship between social network indices, creative performance and flow in blended teams. <i>Computers in Human Behavior</i> , 2015, 42, 157-166.	8.5	58
38	From Psychotherapy to e-Therapy: The Integration of Traditional Techniques and New Communication Tools in Clinical Settings. <i>Cyberpsychology, Behavior and Social Networking</i> , 2003, 6, 375-382.	2.2	56
39	Awe Enhances Creative Thinking: An Experimental Study. <i>Creativity Research Journal</i> , 2018, 30, 123-131.	2.6	56
40	Is virtual reality always an effective stressors for exposure treatments? some insights from a controlled trial. <i>BMC Psychiatry</i> , 2013, 13, 52.	2.6	54
41	Online Positive Interventions to Promote Well-being and Resilience in the Adolescent Population: A Narrative Review. <i>Frontiers in Psychiatry</i> , 2017, 8, 10.	2.6	51
42	Interreality in Practice: Bridging Virtual and Real Worlds in the Treatment of Posttraumatic Stress Disorders. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2010, 13, 55-65.	3.9	46
43	The Green Valley: The Use of Mobile Narratives for Reducing Stress in Commuters. <i>Cyberpsychology, Behavior and Social Networking</i> , 2009, 12, 155-161.	2.2	44
44	Training with Computer-Supported Motor Imagery in Post-Stroke Rehabilitation. <i>Cyberpsychology, Behavior and Social Networking</i> , 2004, 7, 327-332.	2.2	42
45	COVID Feel Good—An Easy Self-Help Virtual Reality Protocol to Overcome the Psychological Burden of Coronavirus. <i>Frontiers in Psychiatry</i> , 2020, 11, 563319.	2.6	42
46	Positive Technology, Computing, and Design: Shaping a Future in Which Technology Promotes Psychological Well-Being. , 2017, , 477-502.		41
47	NeuroVR: an open source virtual reality platform for clinical psychology and behavioral neurosciences. <i>Studies in Health Technology and Informatics</i> , 2007, 125, 394-9.	0.3	41
48	Virtual reality in the treatment of generalized anxiety disorders. <i>Studies in Health Technology and Informatics</i> , 2010, 154, 39-43.	0.3	41
49	Avatars in Clinical Psychology: A Framework for the Clinical Use of Virtual Humans. <i>Cyberpsychology, Behavior and Social Networking</i> , 2003, 6, 117-125.	2.2	40
50	NeuroVR 2—a free virtual reality platform for the assessment and treatment in behavioral health care. <i>Studies in Health Technology and Informatics</i> , 2011, 163, 493-5.	0.3	40
51	Networked Flow: A Framework for Understanding the Dynamics of Creative Collaboration in Educational and Training Settings. <i>The Open Education Journal</i> , 2011, 4, 41-49.	0.6	38
52	Toward Emotionally Adaptive Virtual Reality for Mental Health Applications. <i>IEEE Journal of Biomedical and Health Informatics</i> , 2019, 23, 1877-1887.	6.3	37
53	Digital Mental Health Tools for Caregivers of Older Adults—A Scoping Review. <i>Frontiers in Public Health</i> , 2020, 8, 128.	2.7	36
54	New and old tools in psychotherapy: The use of technology for the integration of the traditional clinical treatments.. <i>Psychotherapy</i> , 2003, 40, 33-44.	1.2	35

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55	Effectiveness of group reminiscence for improving wellbeing of institutionalized elderly adults: study protocol for a randomized controlled trial. <i>Trials</i> , 2014, 15, 408.	1.6	34
56	Blockchain Technology: Living in a Decentralized Everything. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2018, 21, 65-66.	3.9	34
57	Presence-Inducing Media for Mental Health Applications. , 2015, , 283-332.		33
58	“Now i can see me”-designing a multi-user virtual reality remote psychotherapy for body weight and shape concerns. <i>Human-Computer Interaction</i> , 2022, 37, 314-340.	4.4	32
59	Virtual Worlds, Real Healing. <i>Science</i> , 2007, 318, 1549-1549.	12.6	31
60	Factors Influencing Implementation of eHealth Technologies to Support Informal Dementia Care: Umbrella Review. <i>JMIR Aging</i> , 2021, 4, e30841.	3.0	30
61	Networked Flow in musical bands. <i>Psychology of Music</i> , 2017, 45, 283-297.	1.6	29
62	A Review on Research and Evaluation Methods for Investigating Self-Transcendence. <i>Frontiers in Psychology</i> , 2020, 11, 547687.	2.1	28
63	Extended Reality for the Clinical, Affective, and Social Neurosciences. <i>Brain Sciences</i> , 2020, 10, 922.	2.3	28
64	The VEPSY Updated Project: Virtual Reality in Clinical Psychology. <i>Cyberpsychology, Behavior and Social Networking</i> , 2001, 4, 449-455.	2.2	27
65	Editorial: Positive Technology: Designing E-experiences for Positive Change. <i>Frontiers in Psychology</i> , 2019, 10, 1571.	2.1	26
66	The Use of Technology-Supported Mental Imagery in Neurological Rehabilitation: A Research Protocol. <i>Cyberpsychology, Behavior and Social Networking</i> , 2003, 6, 421-427.	2.2	25
67	Improving social game engagement on facebook through enhanced socio-contextual information. , 2010, , .		25
68	6. Transformative Experience Design. , 2015, , 97-122.		23
69	Designing virtual environments for attitudes and behavioral change in plastic consumption: a comparison between concrete and numerical information. <i>Virtual Reality</i> , 2021, 25, 107-121.	6.1	22
70	The VEPSY UPDATED Project: Clinical Rationale and Technical Approach. <i>Cyberpsychology, Behavior and Social Networking</i> , 2003, 6, 433-439.	2.2	21
71	Psychosocial Effects and Use of Communication Technologies during Home Confinement in the First Wave of the COVID-19 Pandemic in Italy and The Netherlands. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 2619.	2.6	21
72	A virtual reality extended neuropsychological assessment for topographical disorientation: a feasibility study. <i>Journal of NeuroEngineering and Rehabilitation</i> , 2007, 4, 26.	4.6	19

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73	Interreality for the management and training of psychological stress: study protocol for a randomized controlled trial. <i>Trials</i> , 2013, 14, 191.	1.6	19
74	The Potential Role of Awe for Depression: Reassembling the Puzzle. <i>Frontiers in Psychology</i> , 2021, 12, 617715.	2.1	19
75	Benefits of Combined Mental and Physical Training in Learning a Complex Motor Skill in Basketball. <i>Psychology</i> , 2013, 04, 1-6.	0.5	18
76	Neuro-Fuzzy Physiological Computing to Assess Stress Levels in Virtual Reality Therapy. <i>Interacting With Computers</i> , 2015, 27, 521-533.	1.5	18
77	Phygital Spaces: When Atoms Meet Bits. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2017, 20, 774-774.	3.9	18
78	An Immersive Motor Protocol for Frailty Rehabilitation. <i>Frontiers in Neurology</i> , 2019, 10, 1078.	2.4	18
79	Nature versus art as elicitors of the sublime: A virtual reality study. <i>PLoS ONE</i> , 2021, 16, e0233628.	2.5	18
80	The Potential of Pervasive Sensors and Computing for Positive Technology: The Interreality Paradigm. <i>Smart Sensors, Measurement and Instrumentation</i> , 2013, , 207-232.	0.6	18
81	How to Create Memorizable and Strong Passwords. <i>Journal of Medical Internet Research</i> , 2012, 14, e10.	4.3	18
82	Awe: "More than a feeling". <i>Humanistic Psychologist</i> , 2018, 46, 274-280.	0.3	17
83	Positive and Transformative Technologies for Active Ageing. <i>Studies in Health Technology and Informatics</i> , 2016, 220, 308-15.	0.3	17
84	A telemedicine survey among Milan doctors. <i>Journal of Telemedicine and Telecare</i> , 2005, 11, 29-34.	2.7	16
85	Building collective memories on the web: the Nostalgia Bits project. <i>International Journal of Web Based Communities</i> , 2013, 9, 83.	0.3	16
86	Using Virtual Reality to Test Human-Robot Interaction During a Collaborative Task. , 2019, , .		16
87	NeuroVR 1.5 - a free virtual reality platform for the assessment and treatment in clinical psychology and neuroscience. <i>Studies in Health Technology and Informatics</i> , 2009, 142, 268-70.	0.3	15
88	Defining Transformative Experiences: A Conceptual Analysis. <i>Frontiers in Psychology</i> , 0, 13, .	2.1	15
89	Working the Crowd. <i>Science</i> , 2008, 321, 1443-1443.	12.6	14
90	Smart tools boost mental-health care. <i>Nature</i> , 2014, 512, 28-28.	27.8	13

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91	Multilevel Behavioral Synchronization in a Joint Tower-Building Task. IEEE Transactions on Cognitive and Developmental Systems, 2017, 9, 223-233.	3.8	13
92	VR-Mirror: A Virtual Reality System for Mental Practice in Post-Stroke Rehabilitation. Lecture Notes in Computer Science, 2005, , 241-251.	1.3	13
93	New technologies to manage exam anxiety. Studies in Health Technology and Informatics, 2011, 167, 57-62.	0.3	13
94	Transformative Experience Design. , 2019, , .		11
95	Interreality: The Experiential Use of Technology in the Treatment of Obesity. Clinical Practice and Epidemiology in Mental Health, 2011, 7, 51-61.	1.2	11
96	Why you really eat? Virtual reality in the treatment of obese emotional eaters. Studies in Health Technology and Informatics, 2008, 132, 417-9.	0.3	11
97	Prospects for the Use of Multiplayer Online Games in Psychological Rehabilitation. , 2007, , .		10
98	Automatic imitation of the arm kinematic profile in interacting partners. Cognitive Processing, 2015, 16, 197-201.	1.4	10
99	Beyond the Truth Machine: Emerging Technologies for Lie Detection. Cyberpsychology, Behavior, and Social Networking, 2018, 21, 144-144.	3.9	10
100	The Middleman Is Dead, Long Live the Middleman: The "Trust Factor" and the Psycho-Social Implications of Blockchain. Frontiers in Blockchain, 2019, 2, .	2.6	10
101	A New Application for the Motor Rehabilitation at Home: Structure and Usability of Bal-App. IEEE Transactions on Emerging Topics in Computing, 2021, 9, 1290-1300.	4.6	10
102	On the Effects of Leader-Follower Roles in Dyadic Human-Robot Synchronization. IEEE Transactions on Cognitive and Developmental Systems, 2023, 15, 434-443.	3.8	10
103	Emerging Adults' Expectations About the Next Generation of Robots: Exploring Robotic Needs Through a Latent Profile Analysis. Cyberpsychology, Behavior, and Social Networking, 2021, 24, 315-323.	3.9	10
104	Machines Like Us and People Like You: Toward Human-Robot Shared Experience. Cyberpsychology, Behavior, and Social Networking, 2021, 24, 357-361.	3.9	10
105	A system for automatic detection of momentary stress in naturalistic settings. Studies in Health Technology and Informatics, 2012, 181, 182-6.	0.3	10
106	Psychophysiological correlates of flow during daily activities. Studies in Health Technology and Informatics, 2013, 191, 65-9.	0.3	10
107	Smartphone para la autogestión del estrés psicológico: Una evaluación preliminar de una aplicación de Tecnología Positiva.. Revista De Psicopatología Y Psicología Clínica, 2015, 19, 253.	0.2	9
108	Psychometric modeling of the pervasive use of Facebook through psychophysiological measures: Stress or optimal experience?. Computers in Human Behavior, 2015, 49, 576-587.	8.5	9

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109	How can technology help intergenerational reminiscence? A pilot study. <i>International Journal of Web Based Communities</i> , 2016, 12, 35.	0.3	9
110	Artificial Intelligence: The Future of Cybertherapy?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2017, 20, 402-403.	3.9	9
111	Flowing Technologies: The Role of Flow and Related Constructs in Human-Computer Interaction. , 2021, , 393-416.		9
112	Managing exam stress using UMTS phones: the advantage of portable audio/video support. <i>Studies in Health Technology and Informatics</i> , 2007, 125, 406-8.	0.3	9
113	NeuroVR 1.5 in Practice: Actual Clinical Applications of the Open Source VR System. <i>Studies in Health Technology and Informatics</i> , 2009, 144, 57-60.	0.3	9
114	Are Robots Present? From Motor Simulation to "Being There". <i>Cyberpsychology, Behavior and Social Networking</i> , 2008, 11, 631-636.	2.2	8
115	A preliminary assessment of the occupational risk of acquiring Legionnaires' disease for people working in telephone manholes, a new workplace environment for Legionella growth. <i>American Journal of Infection Control</i> , 2010, 38, 540-545.	2.3	8
116	Virtual Clinical Therapy. <i>Lecture Notes in Computer Science</i> , 2008, , 90-107.	1.3	8
117	The use of biofeedback in clinical virtual reality: the intrepid project. <i>Studies in Health Technology and Informatics</i> , 2009, 144, 128-32.	0.3	8
118	Learning Island: the development of a virtual reality system for the experiential training of stress management. <i>Studies in Health Technology and Informatics</i> , 2012, 173, 369-71.	0.3	8
119	Brain M-App's Structure and Usability: A New Application for Cognitive Rehabilitation at Home. <i>Frontiers in Human Neuroscience</i> , 0, 16, .	2.0	8
120	External quality assessment programmes for detection of HCV RNA, HIV RNA and HBV DNA in plasma: improved proficiency of the participants observed over a 2-year period. <i>Vox Sanguinis</i> , 2010, 99, 319-324.	1.5	7
121	Smartphone Based Experience Sampling of Stress-Related Events. , 2013, , .		7
122	Neglect App. Usability of a new application for assessment and rehabilitation of neglect. , 2015, , .		7
123	Effects of Interpersonal Sensorimotor Synchronization on Dyadic Creativity: Gender Matters. <i>Frontiers in Psychology</i> , 2018, 9, 2604.	2.1	7
124	Psychophysiological Specificity of Four Basic Emotions Through Autobiographical Recall and Videos. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2018, , 1-8.	0.3	7
125	Physio-Environmental Sensing and Live Modeling. <i>Interactive Journal of Medical Research</i> , 2013, 2, e3.	1.4	7
126	Positive Technology for Helping People Cope with Stress. <i>Advances in Psychology, Mental Health, and Behavioral Studies</i> , 2016, , 316-343.	0.1	7

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127	Networked Flow in Creative Collaboration: A Mixed Method Study. <i>Creativity Research Journal</i> , 2020, 32, 41-54.	2.6	7
128	Computer-guided mental practice in neurorehabilitation. <i>Studies in Health Technology and Informatics</i> , 2009, 145, 195-208.	0.3	7
129	Ubiquitous health in practice: the interreality paradigm. <i>Studies in Health Technology and Informatics</i> , 2011, 163, 185-91.	0.3	7
130	Inter-reality in the evaluation and treatment of psychological stress disorders: the INTERSTRESS project. <i>Studies in Health Technology and Informatics</i> , 2012, 181, 8-11.	0.3	7
131	Quality of experience in real and virtual environments: some suggestions for the development of positive technologies. <i>Studies in Health Technology and Informatics</i> , 2012, 181, 177-81.	0.3	7
132	Virtual reality in the treatment of body image disturbances after bariatric surgery: a clinical case. <i>Studies in Health Technology and Informatics</i> , 2012, 181, 278-82.	0.3	7
133	A Free, Open-Source Virtual Reality Platform for the Rehabilitation of Cognitive and Psychological Disorders. , 2007, , .		6
134	Interreality: The use of advanced technologies in the assessment and treatment of psychological stress. , 2010, , .		6
135	An Open Research Community for Studying Virtual Reality Experience. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2017, 20, 138-139.	3.9	6
136	Digital Social Innovation. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2017, 20, 723-723.	3.9	6
137	Virtually Social. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2018, 21, 338-339.	3.9	6
138	Positive Technology. <i>Advances in Psychology, Mental Health, and Behavioral Studies</i> , 2016, , 1-37.	0.1	6
139	Applying Implicit Association Test Techniques and Facial Expression Analyses in the Comparative Evaluation of Website User Experience. <i>Frontiers in Psychology</i> , 2021, 12, 674159.	2.1	6
140	Interreality in the management of psychological stress: a clinical scenario. <i>Studies in Health Technology and Informatics</i> , 2010, 154, 20-5.	0.3	6
141	An open source mobile platform for psychophysiological self tracking. <i>Studies in Health Technology and Informatics</i> , 2012, 173, 136-8.	0.3	6
142	Positive Technology for Healthy Living and Active Ageing. <i>Studies in Health Technology and Informatics</i> , 2014, 203, 44-56.	0.3	6
143	Computer-enhanced mental practice in upper-limb rehabilitation after cerebrovascular accident: a case series study. , 2007, , .		5
144	Innovative technologies and methodologies based on integration of virtual reality and wearable systems for psychological stress treatment. <i>International Journal of Psychophysiology</i> , 2012, 85, 402.	1.0	5

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145	A mobile biosensor to detect cardiorespiratory activity for stress tracking. , 2013, , .		5
146	Virtual-Reality Music-Based Elicitation of Awe: When Silence Is Better Than Thousands Sounds. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2019, , 1-11.	0.3	5
147	The Need for a Paradigm Shift in Approaching Ageing-Related Design Research and Practice. Frontiers in Psychology, 2021, 12, 750178.	2.1	5
148	Using the Transformative Storytelling Technique to Generate Empowering Narratives for Informal Caregivers: Semistructured Interviews, Thematic Analysis, and Method Demonstration. JMIR Formative Research, 2022, 6, e36405.	1.4	5
149	3 Positive Change and Positive Technology. , 2015, , 39-52.		4
150	Predictive Technologies: Can Smart Tools Augment the Brain's Predictive Abilities?. Frontiers in Neuroscience, 2016, 10, 186.	2.8	4
151	Virtual Personal Assistants: An Emerging Trend in Artificial Intelligence. Cyberpsychology, Behavior, and Social Networking, 2018, 21, 803-804.	3.9	4
152	Online Emotion Recognition Services Are a Hot Trend. Cyberpsychology, Behavior, and Social Networking, 2019, 22, 358-359.	3.9	4
153	The potential of transformative video design for improving caregiver€™s wellbeing. Health Psychology Open, 2021, 8, 205510292110090.	1.4	4
154	Introducing and implementing phygital and augmented reality at work. Studi Organizzativi, 2020, , 137-163.	0.3	4
155	Computer-enhanced route and survey spatial knowledge assessment in clinical neuropsychology. , 2006, , .		3
156	Bringing More Transparency to Artificial Intelligence. Cyberpsychology, Behavior, and Social Networking, 2017, 20, 68-68.	3.9	3
157	Digital Twins: An Emerging Paradigm in Cyberpsychology Research?. Cyberpsychology, Behavior, and Social Networking, 2018, 21, 468-469.	3.9	3
158	The Bright Future of Technology in Mental Health. Cyberpsychology, Behavior, and Social Networking, 2018, 21, 399-400.	3.9	3
159	Beyond Cognitive Rehabilitation: Immersive but Noninvasive Treatment for Elderly. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2019, , 263-273.	0.3	3
160	Prototyping adaptive systems in smart environments using virtual reality. International Journal on Interactive Design and Manufacturing, 2019, 13, 597-616.	2.2	3
161	The Effects of an Ecological Diversifying Experience on Creativity: An Experimental Study. Frontiers in Psychology, 2020, 11, 1396.	2.1	3
162	Stress Diffusion through Complex Networks. International Journal of Adaptive Resilient and Autonomic Systems, 2012, 3, 46-64.	0.3	3

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163	Bridging Minds: A Mixed Methodology to Assess Networked Flow. <i>Studies in Health Technology and Informatics</i> , 2015, 219, 33-6.	0.3	3
164	Cognitive engineering for technology in mental health care and rehabilitation. , 2010, , .		2
165	A Process for Selecting and Validating Awe-Inducing Audio-Visual Stimuli. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2018, , 19-27.	0.3	2
166	Using an Aging Simulator Suit for Modeling Visuo-Motor Limitations of Elderly Users Interacting with a Mobile Application: Feasibility Study. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2018, , 24-33.	0.3	2
167	An Immersive Cognitive Rehabilitation Program: A Case Study. <i>Biosystems and Biorobotics</i> , 2019, , 711-715.	0.3	2
168	Virtual Reality as an Experiential Tool. , 2010, , 532-551.		2
169	Transformative Cognition. , 2020, , 1-9.		2
170	Editorial: Toward a Science of Complex Experiences. <i>Frontiers in Psychology</i> , 2021, 12, 775149.	2.1	2
171	Cyborg-Psychology. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2017, 20, 458-458.	3.9	1
172	Highlights of the 23rd Annual CyberPsychology, CyberTherapy & Social Networking Conference. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2018, 21, 667-668.	3.9	1
173	Cyber-Physical Systems: When the Embedded World Meets the Virtual World. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2018, 21, 530-531.	3.9	1
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