Andrea Gaggioli

List of Publications by Year in descending order

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	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
2	"Now i can see me"-designing a multi-user virtual reality remote psychotherapy for body weight and shape concerns. Human-Computer Interaction, 2022, 37, 314-340.	4.4	32
3	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
4	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
5	Designing virtual environments for attitudes and behavioral change in plastic consumption: a comparison between concrete and numerical information. Virtual Reality, 2021, 25, 107-121.	6.1	22
6	Effects of home confinement on mental health and lifestyle behaviours during the COVID-19 outbreak: Insight from the ECLB-COVID19 multicenter study. Biology of Sport, 2021, 38, 9-21.	3.2	255
7	The potential of transformative video design for improving caregiver's wellbeing. Health Psychology Open, 2021, 8, 205510292110090.	1.4	4
8	Positive Innovation Networks. Emerging Communication: Studies in New Technologies and Practices in Communication, 2021, , .	0.4	1
9	Flowing Technologies: The Role of Flow and Related Constructs in Human-Computer Interaction. , 2021, , 393-416.		9
10	Globally altered sleep patterns and physical activity levels by confinement in 5056 individuals: ECLB COVID-19 international online survey. Biology of Sport, 2021, 38, 495-506.	3.2	124
11	Positive Technology for Helping People Cope with Stress. , 2021, , 787-814.		0
12	Psychosocial Effects and Use of Communication Technologies during Home Confinement in the First Wave of the COVID-19 Pandemic in Italy and The Netherlands. International Journal of Environmental Research and Public Health, 2021, 18, 2619.	2.6	21
13	Nature versus art as elicitors of the sublime: A virtual reality study. PLoS ONE, 2021, 16, e0233628.	2.5	18
14	The Potential Role of Awe for Depression: Reassembling the Puzzle. Frontiers in Psychology, 2021, 12, 617715.	2.1	19
15	Sleep Quality and Physical Activity as Predictors of Mental Wellbeing Variance in Older Adults during COVID-19 Lockdown: ECLB COVID-19 International Online Survey. International Journal of Environmental Research and Public Health, 2021, 18, 4329.	2.6	100
16	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
17	Machines Like Us and People Like You: Toward Human–Robot Shared Experience. Cyberpsychology, Behavior, and Social Networking, 2021, 24, 357-361.	3.9	10
18	Factors Influencing Implementation of eHealth Technologies to Support Informal Dementia Care: Umbrella Review. JMIR Aging, 2021, 4, e30841.	3.0	30

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19	Applying Implicit Association Test Techniques and Facial Expression Analyses in the Comparative Evaluation of Website User Experience. Frontiers in Psychology, 2021, 12, 674159.	2.1	6
20	The Need for a Paradigm Shift in Approaching Ageing-Related Design Research and Practice. Frontiers in Psychology, 2021, 12, 750178.	2.1	5
21	Editorial: Toward a Science of Complex Experiences. Frontiers in Psychology, 2021, 12, 775149.	2.1	2
22	COVID Feel Goodâ€"An Easy Self-Help Virtual Reality Protocol to Overcome the Psychological Burden of Coronavirus. Frontiers in Psychiatry, 2020, 11, 563319.	2.6	42
23	The Effects of an Ecological Diversifying Experience on Creativity: An Experimental Study. Frontiers in Psychology, 2020, 11, 1396.	2.1	3
24	COVID-19 Home Confinement Negatively Impacts Social Participation and Life Satisfaction: A Worldwide Multicenter Study. International Journal of Environmental Research and Public Health, 2020, 17, 6237.	2.6	301
25	A Review on Research and Evaluation Methods for Investigating Self-Transcendence. Frontiers in Psychology, 2020, 11, 547687.	2.1	28
26	Extended Reality for the Clinical, Affective, and Social Neurosciences. Brain Sciences, 2020, 10, 922.	2.3	28
27	Effects of COVID-19 Home Confinement on Eating Behaviour and Physical Activity: Results of the ECLB-COVID19 International Online Survey. Nutrients, 2020, 12, 1583.	4.1	1,414
28	Digital Mental Health Tools for Caregivers of Older Adultsâ€"A Scoping Review. Frontiers in Public Health, 2020, 8, 128.	2.7	36
29	Usability Issues of Clinical and Research Applications of Virtual Reality in Older People: A Systematic Review. Frontiers in Human Neuroscience, 2020, 14, 93.	2.0	93
30	Psychological consequences of COVID-19 home confinement: The ECLB-COVID19 multicenter study. PLoS ONE, 2020, 15, e0240204.	2.5	214
31	Networked Flow in Creative Collaboration: A Mixed Method Study. Creativity Research Journal, 2020, 32, 41-54.	2.6	7
32	Transformative Cognition. , 2020, , 1-9.		2
33	Introducing and implementing phygital and augmented reality at work. Studi Organizzativi, 2020, , 137-163.	0.3	4
34	Creative Learning in Digital and Virtual Environments During COVID-19 and Beyond. , 2020, , 162-179.		1
35	Psychological consequences of COVID-19 home confinement: The ECLB-COVID19 multicenter study. , 2020, 15, e0240204.		0
36	Psychological consequences of COVID-19 home confinement: The ECLB-COVID19 multicenter study. , 2020, 15, e0240204.		0

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37	Psychological consequences of COVID-19 home confinement: The ECLB-COVID19 multicenter study. , 2020, 15, e0240204.		0
38	Psychological consequences of COVID-19 home confinement: The ECLB-COVID19 multicenter study. , 2020, 15, e0240204.		0
39	The development of the Awe Experience Scale (AWE-S): A multifactorial measure for a complex emotion. Journal of Positive Psychology, 2019, 14, 474-488.	4.0	131
40	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
41	Editorial: Positive Technology: Designing E-experiences for Positive Change. Frontiers in Psychology, 2019, 10, 1571.	2.1	26
42	An Immersive Motor Protocol for Frailty Rehabilitation. Frontiers in Neurology, 2019, 10, 1078.	2.4	18
43	The Middleman Is Dead, Long Live the Middleman: The â€œTrust Factorâ€•and the Psycho-Social Implications of Blockchain. Frontiers in Blockchain, 2019, 2, .	2.6	10
44	Potential of Open Innovation Platforms for Solving Social Challenges. Cyberpsychology, Behavior, and Social Networking, 2019, 22, 428-429.	3.9	0
45	Online Emotion Recognition Services Are a Hot Trend. Cyberpsychology, Behavior, and Social Networking, 2019, 22, 358-359.	3.9	4
46	Transformative Experience Design. , 2019, , .		11
47	What Is It Like to Be a Tree? The Transformative Potential of Virtual Reality. Cyberpsychology, Behavior, and Social Networking, 2019, 22, 232-232.	3.9	1
48	Brain Photobiomodulation: A New Strategy to Enhance Cognitive Function?. Cyberpsychology, Behavior, and Social Networking, 2019, 22, 293-294.	3.9	0
49	Mixed Reality Could Improve Science, Technology, Engineering, and Mathematics Learning. Cyberpsychology, Behavior, and Social Networking, 2019, 22, 166-167.	3.9	1
50	When Virtual Feels Real: Comparing Emotional Responses and Presence in Virtual and Natural Environments. Cyberpsychology, Behavior, and Social Networking, 2019, 22, 220-226.	3.9	124
51	Prototyping adaptive systems in smart environments using virtual reality. International Journal on Interactive Design and Manufacturing, 2019, 13, 597-616.	2.2	3
52	Toward Emotionally Adaptive Virtual Reality for Mental Health Applications. IEEE Journal of Biomedical and Health Informatics, 2019, 23, 1877-1887.	6.3	37
53	Top Three Technology Trends to Watch in 2019. Cyberpsychology, Behavior, and Social Networking, 2019, 22, 97-97.	3.9	0
54	A Social Virtual Reality-Based Application for the Physical and Cognitive Training of the Elderly at Home. Sensors, 2019, 19, 261.	3.8	67

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55	An Immersive Cognitive Rehabilitation Program: A Case Study. Biosystems and Biorobotics, 2019, , 711-715.	0.3	2
56	Using Virtual Reality to Test Human-Robot Interaction During a Collaborative Task. , 2019, , .		16
57	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
58	Networks and Creativity. , 2019, , 117-135.		0
59	A Process for Selecting and Validating Awe-Inducing Audio-Visual Stimuli. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 19-27.	0.3	2
60	Awe Enhances Creative Thinking: An Experimental Study. Creativity Research Journal, 2018, 30, 123-131.	2.6	56
61	Memento Mori: Digital Edition. Cyberpsychology, Behavior, and Social Networking, 2018, 21, 276-276.	3.9	0
62	Beyond the Truth Machine: Emerging Technologies for Lie Detection. Cyberpsychology, Behavior, and Social Networking, 2018, 21, 144-144.	3.9	10
63	Blockchain Technology: Living in a Decentralized Everything. Cyberpsychology, Behavior, and Social Networking, 2018, 21, 65-66.	3.9	34
64	Artificial Intelligence Ã La Carte. Cyberpsychology, Behavior, and Social Networking, 2018, 21, 210-211.	3.9	0
65	The Potential of Electroencephalography as a Tool for Empowering Cognition. Cyberpsychology, Behavior, and Social Networking, 2018, 21, 735-736.	3.9	0
66	Virtual Personal Assistants: An Emerging Trend in Artificial Intelligence. Cyberpsychology, Behavior, and Social Networking, 2018, 21, 803-804.	3.9	4
67	Using an Aging Simulator Suit for Modeling Visuo-Motor Limitations of Elderly Users Interacting with a Mobile Application: Feasibility Study. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 24-33.	0.3	2
68	Highlights of the 23rd Annual CyberPsychology, CyberTherapy & Social Networking Conference. Cyberpsychology, Behavior, and Social Networking, 2018, 21, 667-668.	3.9	1
69	The Disappearing Smartphone. Cyberpsychology, Behavior, and Social Networking, 2018, 21, 587-588.	3.9	0
70	Virtually Social. Cyberpsychology, Behavior, and Social Networking, 2018, 21, 338-339.	3.9	6
71	Digital Twins: An Emerging Paradigm in Cyberpsychology Research?. Cyberpsychology, Behavior, and Social Networking, 2018, 21, 468-469.	3.9	3
72	Characteristics, Usability, and Users Experience of a System Combining Cognitive and Physical Therapy in a Virtual Environment: Positive Bike. Sensors, 2018, 18, 2343.	3.8	70

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73	Cyber-Physical Systems: When the Embedded World Meets the Virtual World. Cyberpsychology, Behavior, and Social Networking, 2018, 21, 530-531.	3.9	1
74	The Bright Future of Technology in Mental Health. Cyberpsychology, Behavior, and Social Networking, 2018, 21, 399-400.	3.9	3
75	Effects of Interpersonal Sensorimotor Synchronization on Dyadic Creativity: Gender Matters. Frontiers in Psychology, 2018, 9, 2604.	2.1	7
76	Psychophysiological Specificity of Four Basic Emotions Through Autobiographical Recall and Videos. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 1-8.	0.3	7
77	Awe: â€œMore than a feelingâ€. Humanistic Psychologist, 2018, 46, 274-280.	0.3	17
78	The Italian Adaptation of Interpersonal Communication Competences Questionnaire. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 34-41.	0.3	1
79	A â€œFirst Lookâ€ on Frailty: A Scientometric Analysis. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 15-23.	0.3	0
80	COLLEGO: An Interactive Platform for Studying Joint Action During an Ecological Collaboration Task. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 67-72.	0.3	1
81	Psychometric Assessment of Cardio-Respiratory Activity Using a Mobile Platform. , 2018, , 862-879.		0
82	Multilevel Behavioral Synchronization in a Joint Tower-Building Task. IEEE Transactions on Cognitive and Developmental Systems, 2017, 9, 223-233.	3.8	13
83	Bringing More Transparency to Artificial Intelligence. Cyberpsychology, Behavior, and Social Networking, 2017, 20, 68-68.	3.9	3
84	An Open Research Community for Studying Virtual Reality Experience. Cyberpsychology, Behavior, and Social Networking, 2017, 20, 138-139.	3.9	6
85	Cyberpsychology Meets the Internet of Things. Cyberpsychology, Behavior, and Social Networking, 2017, 20, 208-209.	3.9	0
86	Positive Technology, Computing, and Design: Shaping a Future in Which Technology Promotes Psychological Well-Being. , 2017, , 477-502.		41
87	The â€œHive Mindâ€ Is Near. Cyberpsychology, Behavior, and Social Networking, 2017, 20, 341-342.	3.9	0
88	Artificial Intelligence: The Future of Cybertherapy?. Cyberpsychology, Behavior, and Social Networking, 2017, 20, 402-403.	3.9	9
89	The Rise of the Creative Computers. Cyberpsychology, Behavior, and Social Networking, 2017, 20, 580-581.	3.9	0
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93	Digital Social Innovation. Cyberpsychology, Behavior, and Social Networking, 2017, 20, 723-723.	3.9	6
94	Networked Flow in musical bands. Psychology of Music, 2017, 45, 283-297.	1.6	29
95	Phygital Spaces: When Atoms Meet Bits. Cyberpsychology, Behavior, and Social Networking, 2017, 20, 774-774.	3.9	18
96	Online Positive Interventions to Promote Well-being and Resilience in the Adolescent Population: A Narrative Review. Frontiers in Psychiatry, 2017, 8, 10.	2.6	51
97	Virtual Reality for Research in Social Neuroscience. Brain Sciences, 2017, 7, 42.	2.3	140
98	Effectiveness of Immersive Videos in Inducing Awe: An Experimental Study. Scientific Reports, 2017, 7, 1218.	3.3	163
99	Designing Awe in Virtual Reality: An Experimental Study. Frontiers in Psychology, 2017, 8, 2351.	2.1	144
100	The Potential of Virtual Reality for the Investigation of Awe. Frontiers in Psychology, 2016, 7, 1766.	2.1	100
101	Predictive Technologies: Can Smart Tools Augment the Brain's Predictive Abilities?. Frontiers in Neuroscience, 2016, 10, 186.	2.8	4
102	Maximizing the Impact of e-Therapy and Serious Gaming: Time for a Paradigm Shift. Frontiers in Psychiatry, 2016, 7, 65.	2.6	138
103	Transforming Experience: The Potential of Augmented Reality and Virtual Reality for Enhancing Personal and Clinical Change. Frontiers in Psychiatry, 2016, 7, 164.	2.6	256
104	How can technology help intergenerational reminiscence? A pilot study. International Journal of Web Based Communities, 2016, 12, 35.	0.3	9
105	Virtual Realityâ€"Enhanced Cognitiveâ€"Behavioral Therapy for Morbid Obesity: A Randomized Controlled Study with 1 Year Follow-Up. Cyberpsychology, Behavior, and Social Networking, 2016, 19, 134-140.	3.9	81
106	Positive Technology. Advances in Psychology, Mental Health, and Behavioral Studies, 2016, , 1-37.	0.1	6
107	Positive Technology for Helping People Cope with Stress. Advances in Psychology, Mental Health, and Behavioral Studies, 2016, , 316-343.	0.1	7
108	Positive and Transformative Technologies for Active Ageing. Studies in Health Technology and Informatics, 2016, 220, 308-15.	0.3	17

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109	6. Transformative Experience Design. , 2015, , 97-122.		23
110	Smartphone para la autogestiÃ³n del estrÃ©s psicolÃ³gico: Una evaluaciÃ³n preliminar de una aplicaciÃ³n de TecnologÃa Positiva.. Revista De Psicopatologia Y Psicologia Clinica, 2015, 19, 253.	0.2	9
111	3 Positive Change and Positive Technology. , 2015, , 39-52.		4
112	When music â€œflowsâ€. State and trait in musical performance, composition and listening: a systematic review. Frontiers in Psychology, 2015, 6, 906.	2.1	67
113	Neglect App. Usability of a new application for assessment and rehabilitation of neglect. , 2015, , .		7
114	Automatic imitation of the arm kinematic profile in interacting partners. Cognitive Processing, 2015, 16, 197-201.	1.4	10
115	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
116	Neuro-Fuzzy Physiological Computing to Assess Stress Levels in Virtual Reality Therapy. Interacting With Computers, 2015, 27, 521-533.	1.5	18
117	The creative link: Investigating the relationship between social network indices, creative performance and flow in blended teams. Computers in Human Behavior, 2015, 42, 157-166.	8.5	58
118	Presence-Inducing Media for Mental Health Applications. , 2015, , 283-332.		33
119	4 Positive Change and Networked Flow: From Creative Individuals to Creative Networks. , 2015, , 53-73.		1
120	Tecnologie positive per il benessere: proposte di intervento. Ricerche Di Psicologia, 2015, , 255-256.	0.1	1
121	Bridging Minds: A Mixed Methodology to Assess Networked Flow. Studies in Health Technology and Informatics, 2015, 219, 33-6.	0.3	3
122	Intergenerational Group Reminiscence: A Potentially Effective Intervention to Enhance Elderly Psychosocial Wellbeing and to Improve Children's Perception of Aging. Educational Gerontology, 2014, 40, 486-498.	1.3	99
123	Smart tools boost mental-health care. Nature, 2014, 512, 28-28.	27.8	13
124	Effectiveness of group reminiscence for improving wellbeing of institutionalized elderly adults: study protocol for a randomized controlled trial. Trials, 2014, 15, 408.	1.6	34
125	Toward a validation of cyber-interventions for stress disorders based on stress inoculation training: a systematic review. Virtual Reality, 2014, 18, 73-87.	6.1	61
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128	Modeling the Diffusion of Psychological Stress. Advances in Healthcare Information Systems and Administration Book Series, 2014, , 178-204.	0.2	0
129	Il training immaginativo-musicale per il potenziamento della prestazione motoria nello sport. Ricerche Di Psicologia, 2014, , 127-145.	0.1	0
130	Positive Technology for Healthy Living and Active Ageing. Studies in Health Technology and Informatics, 2014, 203, 44-56.	0.3	6
131	Interreality for the management and training of psychological stress: study protocol for a randomized controlled trial. Trials, 2013, 14, 191.	1.6	19
132	Is virtual reality always an effective stressors for exposure treatments? some insights from a controlled trial. BMC Psychiatry, 2013, 13, 52.	2.6	54
133	Benefits of Combined Mental and Physical Training in Learning a Complex Motor Skill in Basketball. Psychology, 2013, 04, 1-6.	0.5	18
134	A mobile data collection platform for mental health research. Personal and Ubiquitous Computing, 2013, 17, 241-251.	2.8	120
135	Virtual reality and mobile phones in the treatment of generalized anxiety disorders: a phase-2 clinical trial. Personal and Ubiquitous Computing, 2013, 17, 253-260.	2.8	118
136	Smartphone Based Experience Sampling of Stress-Related Events. , 2013, , .		7
137	A mobile biosensor to detect cardiorespiratory activity for stress tracking. , 2013, , .		5
138	CyberSightings. Cyberpsychology, Behavior, and Social Networking, 2013, 16, 315-316.	3.9	0
139	Building collective memories on the web: the Nostalgia Bits project. International Journal of Web Based Communities, 2013, 9, 83.	0.3	16
140	The Potential of Pervasive Sensors and Computing for Positive Technology: The Interreality Paradigm. Smart Sensors, Measurement and Instrumentation, 2013, , 207-232.	0.6	18
141	Physio-Environmental Sensing and Live Modeling. Interactive Journal of Medical Research, 2013, 2, e3.	1.4	7
142	Virtual Reality for Enhancing the Cognitive Behavioral Treatment of Obesity With Binge Eating Disorder: Randomized Controlled Study With One-Year Follow-up. Journal of Medical Internet Research, 2013, 15, e113.	4.3	116
143	New Technologies for Improving the Psychological Treatment. , 2013, , 269-284.		0
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145	Psychophysiological correlates of flow during daily activities. Studies in Health Technology and Informatics, 2013, 191, 65-9.	0.3	10
146	A mobile biosensor to detect cardiorespiratory activity for stress tracking. , 2013, , .		0
147	Positive Technology: Using Interactive Technologies to Promote Positive Functioning. Cyberpsychology, Behavior, and Social Networking, 2012, 15, 69-77.	3.9	277
148	The Present and Future of Positive Technologies. Cyberpsychology, Behavior, and Social Networking, 2012, 15, 78-84.	3.9	150
149	Innovative technologies and methodologies based on integration of virtual reality and wearable systems for psychological stress treatment. International Journal of Psychophysiology, 2012, 85, 402.	1.0	5
150	Personal Health System architecture for stress monitoring and support to clinical decisions. Computer Communications, 2012, 35, 1296-1305.	5.1	68
151	Is your phone so smart to affect your state? An exploratory study based on psychophysiological measures. Neurocomputing, 2012, 84, 23-30.	5.9	86
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156	Learning Island: the development of a virtual reality system for the experiential training of stress management. Studies in Health Technology and Informatics, 2012, 173, 369-71.	0.3	8
157	Inter-reality in the evaluation and treatment of psychological stress disorders: the INTERSTRESS project. Studies in Health Technology and Informatics, 2012, 181, 8-11.	0.3	7
158	Quality of experience in real and virtual environments: some suggestions for the development of positive technologies. Studies in Health Technology and Informatics, 2012, 181, 177-81.	0.3	7
159	A system for automatic detection of momentary stress in naturalistic settings. Studies in Health Technology and Informatics, 2012, 181, 182-6.	0.3	10
160	Virtual reality in the treatment of body image disturbances after bariatric surgery: a clinical case. Studies in Health Technology and Informatics, 2012, 181, 278-82.	0.3	7
161	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
162	Networked Flow: A Framework for Understanding the Dynamics of Creative Collaboration in Educational and Training Settings. The Open Education Journal, 2011, 4, 41-49.	0.6	38

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164	NeuroVR 2--a free virtual reality platform for the assessment and treatment in behavioral health care. Studies in Health Technology and Informatics, 2011, 163, 493-5.	0.3	40
165	New technologies to manage exam anxiety. Studies in Health Technology and Informatics, 2011, 167, 57-62.	0.3	13
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167	Interreality in Practice: Bridging Virtual and Real Worlds in the Treatment of Posttraumatic Stress Disorders. Cyberpsychology, Behavior, and Social Networking, 2010, 13, 55-65.	3.9	46
168	Improving social game engagement on facebook through enhanced socio-contextual information. , 2010, , .		25
169	Cognitive engineering for technology in mental health care and rehabilitation. , 2010, , .		2
170	A preliminary assessment of the occupational risk of acquiring Legionnaires' disease for people working in telephone manholes, a new workplace environment for Legionella growth. American Journal of Infection Control, 2010, 38, 540-545.	2.3	8
171	Interreality: The use of advanced technologies in the assessment and treatment of psychological stress. , 2010, , .		6
172	Virtual Reality as an Experiential Tool. , 2010, , 532-551.		2
173	Interreality in the management of psychological stress: a clinical scenario. Studies in Health Technology and Informatics, 2010, 154, 20-5.	0.3	6
174	Virtual reality in the treatment of generalized anxiety disorders. Studies in Health Technology and Informatics, 2010, 154, 39-43.	0.3	41
175	The Green Valley: The Use of Mobile Narratives for Reducing Stress in Commuters. Cyberpsychology, Behavior and Social Networking, 2009, 12, 155-161.	2.2	44
176	Therapeutic applications of the mobile phone. British Journal of Guidance and Counselling, 2009, 37, 313-325.	1.2	90
177	NeuroVR 1.5 - a free virtual reality platform for the assessment and treatment in clinical psychology and neuroscience. Studies in Health Technology and Informatics, 2009, 142, 268-70.	0.3	15
178	NeuroVR 1.5 in Practice: Actual Clinical Applications of the Open Source VR System. Studies in Health Technology and Informatics, 2009, 144, 57-60.	0.3	9
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182	Are Robots Present? From Motor Simulation to "Being There". Cyberpsychology, Behavior and Social Networking, 2008, 11, 631-636.	2.2	8
183	Virtual Clinical Therapy. Lecture Notes in Computer Science, 2008, , 90-107.	1.3	8
184	A Second Life for eHealth: Prospects for the Use of 3-D Virtual Worlds in Clinical Psychology. Journal of Medical Internet Research, 2008, 10, e21.	4.3	201
185	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
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187	CyberEurope. Cyberpsychology, Behavior and Social Networking, 2007, 10, 321-322.	2.2	0
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189	Prospects for the Use of Multiplayer Online Games in Psychological Rehabilitation. , 2007, , .		10
190	A Free, Open-Source Virtual Reality Platform for the Rehabilitation of Cognitive and Psychological Disorders. , 2007, , .		6
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192	A virtual reality extended neuropsychological assessment for topographical disorientation: a feasibility study. Journal of NeuroEngineering and Rehabilitation, 2007, 4, 26.	4.6	19
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