

# Francesca Morganti

## List of Publications by Year in descending order

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Version: 2024-02-01

40  
papers

1,404  
citations

687363

13  
h-index

477307

29  
g-index

46  
all docs

46  
docs citations

46  
times ranked

1548  
citing authors

#	ARTICLE	IF	CITATIONS
1	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
2	The role of egocentric and allocentric abilities in Alzheimer's disease: A systematic review. <i>Ageing Research Reviews</i> , 2014, 16, 32-44.	10.9	92
3	Detecting early egocentric and allocentric impairments deficits in Alzheimer's disease: an experimental study with virtual reality. <i>Frontiers in Aging Neuroscience</i> , 2015, 7, 88.	3.4	80
4	From allo- to egocentric spatial ability in early Alzheimer's disease: A study with virtual reality spatial tasks. <i>Cognitive Neuroscience</i> , 2013, 4, 171-180.	1.4	72
5	A Strategy for Computer-Assisted Mental Practice in Stroke Rehabilitation. <i>Neurorehabilitation and Neural Repair</i> , 2006, 20, 503-507.	2.9	63
6	Validating the Neuro VR-Based Virtual Version of the Multiple Errands Test: Preliminary Results. <i>Presence: Teleoperators and Virtual Environments</i> , 2012, 21, 31-42.	0.6	55
7	Training with Computer-Supported Motor Imagery in Post-Stroke Rehabilitation. <i>Cyberpsychology, Behavior and Social Networking</i> , 2004, 7, 327-332.	2.2	42
8	Planning optimal paths: A simple assessment of survey spatial knowledge in virtual environments. <i>Computers in Human Behavior</i> , 2007, 23, 1982-1996.	8.5	39
9	Visual exploration patterns of human figures in action: an eye tracker study with art paintings. <i>Frontiers in Psychology</i> , 2015, 6, 1636.	2.1	29
10	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
11	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
12	Virtual interaction in cognitive neuropsychology. <i>Studies in Health Technology and Informatics</i> , 2004, 99, 55-70.	0.3	19
13	A virtual reality based tool for the assessment of "survey to route" spatial organization ability in elderly population: preliminary data. <i>Cognitive Processing</i> , 2009, 10, 257-259.	1.4	14
14	Two new virtual reality tasks for the assessment of spatial orientation Preliminary results of tolerability, sense of presence and usability. <i>Dementia E Neuropsychologia</i> , 2018, 12, 196-204.	0.8	13
15	VR-Mirror: A Virtual Reality System for Mental Practice in Post-Stroke Rehabilitation. <i>Lecture Notes in Computer Science</i> , 2005, , 241-251.	1.3	13
16	The Neuropsychiatric Inventory-Diary Rating Scale (NPI-Diary): A Method for Improving Stability in Assessing Neuropsychiatric Symptoms in Dementia. <i>Dementia and Geriatric Cognitive Disorders Extra</i> , 2019, 8, 306-320.	1.3	12
17	Long-lasting topographical disorientation in new environments. <i>Journal of the Neurological Sciences</i> , 2008, 273, 57-66.	0.6	10
18	A virtual reality paradigm for the assessment and rehabilitation of executive function deficits post stroke: Feasibility study. , 2008, , .		9

#	ARTICLE	IF	CITATIONS
19	Disentangling the Contribution of Spatial Reference Frames to Executive Functioning in Healthy and Pathological Aging: An Experimental Study with Virtual Reality. <i>Sensors</i> , 2018, 18, 1783.	3.8	9
20	Virtual reality as allocentric/egocentric technology for the assessment of cognitive decline in the elderly. <i>Studies in Health Technology and Informatics</i> , 2014, 196, 278-84.	0.3	9
21	Italian Version of the Scale of Body Connection: Validation and Correlations with the Interpersonal Reactivity Index. <i>Complementary Therapies in Medicine</i> , 2020, 51, 102400.	2.7	8
22	An Open-Source Virtual Reality Platform for Clinical and Research Applications. <i>Lecture Notes in Computer Science</i> , 2007, , 699-707.	1.3	8
23	A Free, Open-Source Virtual Reality Platform for the Rehabilitation of Cognitive and Psychological Disorders. , 2007, , .		6
24	Computer-enhanced mental practice in upper-limb rehabilitation after cerebrovascular accident: a case series study. , 2007, , .		5
25	The Role of Baseline Vagal Tone in Dealing with a Stressor during Face to Face and Computer-Based Social Interactions. <i>Frontiers in Psychology</i> , 2017, 8, 1986.	2.1	5
26	The Use of Virtual Environments for Survey Spatial Ability Evaluation in Topographical Disorientation. <i>Behavioural Neurology</i> , 2008, 19, 81-85.	2.1	4
27	Spatial orientation decline in elderly population. , 2011, , .		3
28	Embodied Space in Natural and Virtual Environments: Implications for Cognitive Neuroscience Research. <i>Communications in Computer and Information Science</i> , 2016, , 110-119.	0.5	3
29	Take the First-Person Perspective to Become Dementia-Friendly: The Use of 360° Video for Experiencing Everyday-Life Challenges With Cognitive Decline. <i>Frontiers in Psychology</i> , 2020, 11, 1117.	2.1	3
30	Implementation of the multiple errand test in a NeuroVR-supermarket. , 2009, , .		2
31	Enacting Space in Virtual Reality: A Comparison Between Money's Road Map Test and Its Virtual Version. <i>Frontiers in Psychology</i> , 2018, 9, 2410.	2.1	2
32	The Contribution of Allocentric Impairments to the Cognitive Decline in Alzheimer's Disease. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2018, , 84-91.	0.3	2
33	A context-based interactive evaluation of neglect syndrome in virtual reality. , 2007, , .		1
34	Embodied rehabilitation. , 2016, , .		1
35	Experiencing Dementia from Inside: The Expediency of Immersive Presence. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2019, , 55-70.	0.3	1
36	Can Motor and Cognitive Rehabilitation Work Together? The Example of Spatial Disorientation Treatment After Stroke. <i>Communications in Computer and Information Science</i> , 2019, , 14-30.	0.5	1

#	ARTICLE	IF	CITATIONS
37	3. "Being There" in a Virtual World: an Enactive Perspective on Presence and its Implications for Neuropsychological Assessment and Rehabilitation. , 2015, , 40-54.		0
38	TD&P&O10: A COMPARISON BETWEEN AN IMMERSIVE VIRTUAL REALITY SPATIAL TASK AND ITS CORRESPONDING PAPER&A&PENCIL VERSION WITH ONE'S PERCEPTION OF SPATIAL ABILITIES. Alzheimer's and Dementia, 2018, 8.8 14, P190.		0
39	Riflessivita in gioco: il contributo delle neuroscienze ad un apprendimento enattivo. Ricerche Di Psicologia, 2016, , 433-442.	0.1	0
40	Virtual Interaction in Spatial Knowledge Acquisition. , 2019, , 420-420.		0