

Paulo Veloso Gomes

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4299073/publications.pdf>

Version: 2024-02-01

13
papers

23
citations

2258059

3
h-index

2053705

5
g-index

13
all docs

13
docs citations

13
times ranked

8
citing authors

#	ARTICLE	IF	CITATIONS
1	Individual Resilience Interventions: A Systematic Review in Adult Population Samples over the Last Decade. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 7564.	2.6	13
2	The Sense of Presence through the Humanization Created by Virtual Environments. <i>Proceedings (mdpi)</i> , 2019, 21, .	0.2	3
3	The Use of Portable EEG Devices in Development of Immersive Virtual Reality Environments for Converting Emotional States into Specific Commands. <i>Proceedings (mdpi)</i> , 2020, 54, .	0.2	3
4	The Influence of Immersive Environments on the Empathy Construct about Schizophrenia. <i>Proceedings (mdpi)</i> , 2019, 21, .	0.2	1
5	Analysis and Definition of Data Flows Generated by Bio Stimuli in the Design of Interactive Immersive Environments. <i>Proceedings (mdpi)</i> , 2020, 54, 26.	0.2	1
6	Adaptive Model for Biofeedback Data Flows Management in the Design of Interactive Immersive Environments. <i>Applied Sciences (Switzerland)</i> , 2021, 11, 5067.	2.5	1
7	Software Requirements Definition Processes in Gamification Development for Immersive Environments. <i>Advances in Medical Technologies and Clinical Practice Book Series</i> , 2021, , 68-78.	0.3	1
8	Application of Adaptive Virtual Environments Through Biofeedback for the Treatment of Phobias. <i>Proceedings (mdpi)</i> , 2020, 54, .	0.2	0
9	A-Frame as a Tool to Create Artistic Collective Installations in Virtual Reality. <i>Proceedings (mdpi)</i> , 2020, 54, 47.	0.2	0
10	The Influence of Brain Activity on the Interactive Process through Biofeedback Mechanisms in Virtual Reality Environments. <i>Engineering Proceedings</i> , 2021, 7, 15.	0.4	0
11	The Effect of Music on Brain Activity an Emotional State. <i>Engineering Proceedings</i> , 2021, 7, 19.	0.4	0
12	Mixed Reality in an Operating Room Using Hololens 2â€”The Use of the Remote Assistance from Manufacturers Technicians during the Surgeries. <i>Engineering Proceedings</i> , 2021, 7, .	0.4	0
13	Creating Emotions Through Digital Media Art. <i>Advances in Media, Entertainment and the Arts</i> , 2020, , 142-160.	0.1	0