

Paulo Veloso Gomes

List of Publications by Year in descending order

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