

Vasiliki I Zilidou

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4722175/publications.pdf>

Version: 2024-02-01

26
papers

433
citations

1307594

7
h-index

794594

19
g-index

34
all docs

34
docs citations

34
times ranked

597
citing authors

#	ARTICLE	IF	CITATIONS
1	Gains in cognition through combined cognitive and physical training: the role of training dosage and severity of neurocognitive disorder. <i>Frontiers in Aging Neuroscience</i> , 2015, 7, 152.	3.4	138
2	Design, Implementation, and Wide Pilot Deployment of FitForAll: An Easy to use Exergaming Platform Improving Physical Fitness and Life Quality of Senior Citizens. <i>IEEE Journal of Biomedical and Health Informatics</i> , 2016, 20, 189-200.	6.3	109
3	Traditional Dance Improves the Physical Fitness and Well-Being of the Elderly. <i>Frontiers in Aging Neuroscience</i> , 2019, 11, 75.	3.4	34
4	Functional Re-organization of Cortical Networks of Senior Citizens After a 24-Week Traditional Dance Program. <i>Frontiers in Aging Neuroscience</i> , 2018, 10, 422.	3.4	33
5	Greek Traditional Dances: A Way to Support Intellectual, Psychological, and Motor Functions in Senior Citizens at Risk of Neurodegeneration. <i>Frontiers in Aging Neuroscience</i> , 2019, 11, 6.	3.4	29
6	Innovative Parkinson's Disease Patients' Motor Skills Assessment: The i-PROGNOSIS Paradigm. <i>Frontiers in Computer Science</i> , 2020, 2, .	2.8	11
7	Assistive HCI-Serious Games Co-design Insights: The Case Study of i-PROGNOSIS Personalized Game Suite for Parkinson's Disease. <i>Frontiers in Psychology</i> , 2020, 11, 612835.	2.1	11
8	Investigating the effectiveness of physical training through exergames: Focus on balance and aerobic protocols. , 2016, , .		10
9	Technology Enhanced Health and Social Care for Vulnerable People During the COVID-19 Outbreak. <i>Frontiers in Human Neuroscience</i> , 2021, 15, 721065.	2.0	7
10	Computerized physical and cognitive training improves the functional architecture of the brain in adults with Down syndrome: A network science EEG study. <i>Network Neuroscience</i> , 2021, 5, 274-294.	2.6	6
11	Exploring health profiles from physical and cognitive serious game analytics. , 2018, , .		4
12	Web-Based Intervention Effects on Mild Cognitive Impairment Based on Apolipoprotein E Genotype: Quasi-Experimental Study. <i>Journal of Medical Internet Research</i> , 2020, 22, e14617.	4.3	4
13	Greek Traditional Dances 3D Motion Capturing and a Proposed Method for Identification Through Rhythm Pattern Analyses (Terpsichore Project). <i>Springer Proceedings in Business and Economics</i> , 2020, , 657-665.	0.3	4
14	Unmet Needs of Persons with Down Syndrome: How Assistive Technology and Game-Based Training May Fill the Gap. <i>Studies in Health Technology and Informatics</i> , 2018, 251, 15-18.	0.3	4
15	The Effect of a 12 Week Reaction Time Training Using Active Video Game Tennis Attack on Reaction Time and Tennis Performance. <i>Advances in Intelligent Systems and Computing</i> , 2018, , 644-652.	0.6	3
16	Virtual Scenarios for Stealth Assessment of the Elderly: Perceptions and Acceptance of Technology-Based Health and Wellness Interventions. , 2017, , .		2
17	Technology's Role on Physical Activity for Elderly People. <i>Advances in Intelligent Systems and Computing</i> , 2018, , 668-678.	0.6	2
18	Innovative interventions for Parkinson's disease patients using iPrognosis games. , 2020, , .		2

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19	Co-Creation of an Innovative Vocational Training Platform to Improve Autonomy in the Context of Alzheimer's Disease. <i>Studies in Health Technology and Informatics</i> , 2018, 251, 309-312.	0.3	2
20	Spinning off Gerotechnology Business Activities. <i>Advances in Psychology, Mental Health, and Behavioral Studies</i> , 2015, , 426-436.	0.1	1
21	Empathize with the CAPTAIN Stakeholdersâ€™ Community towards Understanding Older Adultsâ€™ Daily Needs and How They Cope with Them. , 2019, , .		1
22	Towards Multi-parametric Hub Scoring of Functional Cortical Brain Networks: An Electroencephalographic (EEG) Study Across Lifespan. , 2017, , .		0
23	Health and Social Care During Coronavirus Outbreak: The Exploitation of Long Lasting Memories â€œ LLM Care. <i>Studies in Health Technology and Informatics</i> , 2021, 281, 694-698.	0.3	0
24	Impact Assessment and Retention Rate of MOOCs for Supporting Dual Career of Athletes. , 2021, , 257-276.		0
25	ICT Support to Those Providing Care to Elderly. <i>Advances in Psychology, Mental Health, and Behavioral Studies</i> , 2015, , 397-413.	0.1	0
26	Integrating Technology into Traditional Dance for the Elderly. <i>Advances in Intelligent Systems and Computing</i> , 2019, , 287-296.	0.6	0