

# Pooya Soltani

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4788782/publications.pdf>

Version: 2024-02-01

14  
papers

183  
citations

1307594

7  
h-index

1372567

10  
g-index

14  
all docs

14  
docs citations

14  
times ranked

172  
citing authors

#	ARTICLE	IF	CITATIONS
1	Augmented reality tools for sports education and training. Computers and Education, 2020, 155, 103923.	8.3	85
2	Does exergaming drive future physical activity and sport intentions?. Journal of Health Psychology, 2021, 26, 2173-2185.	2.3	20
3	The Influence of Virtual Reality Head-Mounted Displays on Balance Outcomes and Training Paradigms: A Systematic Review. Frontiers in Sports and Active Living, 2020, 2, 531535.	1.8	16
4	Do player performance, real sport experience, and gender affect movement patterns during equivalent exergame?. Computers in Human Behavior, 2016, 63, 1-8.	8.5	14
5	Effects of Exergame and Music on Acute Exercise Responses to Graded Treadmill Running. Games for Health Journal, 2013, 2, 75-80.	2.0	13
6	Muscle activation behavior in a swimming exergame: Differences by experience and gaming velocity. Physiology and Behavior, 2017, 181, 23-28.	2.1	12
7	Physiological demands of a swimming-based video game: Influence of gender, swimming background, and exergame experience. Scientific Reports, 2017, 7, 5247.	3.3	8
8	Assessing decision-making in elite academy footballers using real-world video clips. Progress in Brain Research, 2020, 253, 59-70.	1.4	7
9	Cardiovascular and Enjoyment Comparisons after Active Videogame and Running in Type-1 Diabetics: A Randomized Crossover Trial. Games for Health Journal, 2021, 10, 339-346.	2.0	5
10	Multi-User Virtual Environments for Physical Education and Sport Training. , 2021, , 734-755.		1
11	Sport Exergames for Physical Education. , 2018, , 7358-7367.		1
12	Expertise differences in a 2D animation simulation decision-making task: The influence of presentation speed on performance. Progress in Brain Research, 2020, 253, 87-100.	1.4	1
13	Assessing decision making using 2D animations in elite academy footballers. Progress in Brain Research, 2020, 253, 71-85.	1.4	0
14	Multi-User Virtual Environments for Physical Education and Sport Training. Advances in Multimedia and Interactive Technologies Book Series, 2019, , 20-41.	0.2	0