MÃ³nica CameirÃ£o

List of Publications by Year
in descending order

35 papers	**1,214** citations	686830 **13** h-index	752256 **20** g-index
39 all docs	**39** docs citations	**39** times ranked	**1475** citing authors

#	Article	IF	Citations
1	Neurorehabilitation using the virtual reality based Rehabilitation Gaming System: methodology, design, psychometrics, usability and validation. Journal of NeuroEngineering and Rehabilitation, 2010, 7, 48.	2.4	265
2	Virtual reality based rehabilitation speeds up functional recovery of the upper extremities after stroke: A randomized controlled pilot study in the acute phase of stroke using the Rehabilitation Gaming System. Restorative Neurology and Neuroscience, 2011, 29, 287-298.	0.4	201
3	The Combined Impact of Virtual Reality Neurorehabilitation and Its Interfaces on Upper Extremity Functional Recovery in Patients With Chronic Stroke. Stroke, 2012, 43, 2720-2728.	1.0	149
4	Interactive visuo-motor therapy system for stroke rehabilitation. Medical and Biological Engineering and Computing, 2007, 45, 901-907.	1.6	100
5	A critical time window for recovery extends beyond one-year post-stroke. Journal of Neurophysiology, 2019, 122, 350-357.	0.9	100
6	Combined Cognitive-Motor Rehabilitation in Virtual Reality Improves Motor Outcomes in Chronic Stroke â€" A Pilot Study. Frontiers in Psychology, 2018, 9, 854.	1.1	63
7	Toward Emotionally Adaptive Virtual Reality for Mental Health Applications. IEEE Journal of Biomedical and Health Informatics, 2019, 23, 1877-1887.	3.9	37
8	The Rehabilitation Gaming System: a Virtual Reality Based System for the Evaluation and Rehabilitation of Motor Deficits. , 2007, , .		32
9	RehabNet: A distributed architecture for motor and cognitive neuro-rehabilitation. , 2013, , .		29
10	The rehabilitation gaming system: a review. Studies in Health Technology and Informatics, 2009, 145, 65-83.	0.2	27
11	The impact of positive, negative and neutral stimuli in a virtual reality cognitive-motor rehabilitation task: a pilot study with stroke patients. Journal of NeuroEngineering and Rehabilitation, 2016, 13, 70.	2.4	25
12	Lessons Learned from Gamifying Functional Fitness Training Through Human-Centered Design Methods in Older Adults. Games for Health Journal, 2019, 8, 387-406.	1.1	24
13	Coaching or gaming? Implications of strategy choice for home based stroke rehabilitation. Journal of NeuroEngineering and Rehabilitation, 2016, 13, 18.	2.4	20
14	Using a Multi-Task Adaptive VR System for Upper Limb Rehabilitation in the Acute Phase of Stroke. , 2008, , .		18
15	PhysioLab - a multivariate physiological computing toolbox for ECG, EMG and EDA signals: a case of study of cardiorespiratory fitness assessment in the elderly population. Multimedia Tools and Applications, 2018, 77, 11521-11546.	2.6	17
16	New Technologies and Concepts for Rehabilitation in the Acute Phase of Stroke: A Collaborative Matrix. Neurodegenerative Diseases, 2007, 4, 57-69.	0.8	16
17	User Experience of Interactive Technologies for People With Dementia: Comparative Observational Study. JMIR Serious Games, 2020, 8, e17565.	1.7	12
18	The Neurorehabilitation Training Toolkit (NTT): A Novel Worldwide Accessible Motor Training Approach for At-Home Rehabilitation after Stroke. Stroke Research and Treatment, 2012, 2012, 1-13.	0.5	11

#	Article	IF	Citations
19	Virtual reality with customized positive stimuli in a cognitive-motor rehabilitation task. , 2017, , .		9
20	Effects of prolonged multidimensional fitness training with exergames on the physical exertion levels of older adults. Visual Computer, 2021, 37, 19-30.	2.5	9
21	Modulation of Physiological Responses and Activity Levels during Exergame Experiences. , 2016, , .		8
22	Is it necessary to show virtual limbs in action observation neurorehabilitation systems?. Journal of Rehabilitation and Assistive Technologies Engineering, 2019, 6, 205566831985914.	0.6	7
23	Measured and Perceived Physical Responses in Multidimensional Fitness Training through Exergames in Older Adults. , 2018, , .		4
24	Automating senior fitness testing through gesture detection with depth sensors. , 2015, , .		3
25	Music-based assistive feedback system for the exploration of virtual environments in individuals with dementia. , 2017, , .		3
26	Evaluating Body Tracking Interaction in Floor Projection Displays with an Elderly Population. , 2016, , .		3
27	To Binge or not to Binge: Viewersâ€™ Moods and Behaviors During the Consumption of Subscribed Video Streaming. Lecture Notes in Computer Science, 2020, , 369-381.	1.0	3
28	The benefits of emotional stimuli in a virtual reality cognitive and motor rehabilitation task: Assessing the impact of positive, negative and neutral stimuli with stroke patients. , 2015, , .		2
29	Visualization of multivariate physiological data for cardiorespiratory fitness assessment through ECG (R-peak) analysis. , 2015, 2015, 390-3.		2
30	Design of an Integrative System for Configurable Exergames Targeting the Senior Population. Advances in Intelligent Systems and Computing, 2019, , 287-292.	0.5	2
31	An Assistive Mobile Platform for Delivering Knowledge of Performance Feedback. , 2014, , .		2
32	Diving into a Decade of Games for Health Research: A Systematic Review. Advances in Intelligent Systems and Computing, 2021, , 520-528.	0.5	1
33	14. An Integrative Framework for Tailoring Virtual Reality Based Motor Rehabilitation After Stroke. , 2015, , 244-261.		0
34	Personalization of Assistance and Knowledge of Performance Feedback on a Hybrid Mobile and Myo-electric Robotic System for Motor Rehabilitation After Stroke. Communications in Computer and Information Science, 2015, , 91-103.	0.4	0
35	From Body Tracking Interaction in Floor Projection Displays to Elderly Cardiorespiratory Training Through Exergaming. Lecture Notes in Computer Science, 2019, , 58-77.	1.0	0