Judith E Deutsch

List of Publications by Year
in descending order

37 papers	2,508 citations	471509 17 h-index	454955 30 g-index
37 all docs	37 docs citations	37 times ranked	3094 citing authors

#	Article	IF	Citations
1	Virtual reality for stroke rehabilitation. The Cochrane Library, 2018, 2018, CD008349.	2.8	566
2	Use of a Low-Cost, Commercially Available Gaming Console (Wii) for Rehabilitation of an Adolescent With Cerebral Palsy. Physical Therapy, 2008, 88, 1196-1207.	2.4	534
3	Virtual Reality for Gait Training: Can It Induce Motor Learning to Enhance Complex Walking and Reduce Fall Risk in Patients With Parkinson's Disease?. Journals of Gerontology - Series A Biological Sciences and Medical Sciences, 2011, 66A, 234-240.	3.6	300
4	Effects of virtual reality training on gait biomechanics of individuals post-stroke. Gait and Posture, 2010, 31, 433-437.	1.4	165
5	Nintendo Wii Sports and Wii Fit Game Analysis, Validation, and Application to Stroke Rehabilitation. Topics in Stroke Rehabilitation, 2011, 18, 701-719.	1.9	145
6	Virtual Reality for Stroke Rehabilitation. Stroke, 2012, 43, .	2.0	117
7	Technical and Patient Performance Using a Virtual Reality-Integrated Telerehabilitation System: Preliminary Finding. IEEE Transactions on Neural Systems and Rehabilitation Engineering, 2007, 15, 30-35.	4.9	90
8	Energy Expenditure and Exercise Intensity of Interactive Video Gaming in Individuals Poststroke. Neurorehabilitation and Neural Repair, 2014, 28, 56-65.	2.9	66
9	â€œKinect-ingâ€•With Clinicians: A Knowledge Translation Resource to Support Decision Making About Video Game Use in Rehabilitation. Physical Therapy, 2015, 95, 426-440.	2.4	66
10	Recommendations for the Optimal Design of Exergame Interventions for Persons with Disabilities: Challenges, Best Practices, and Future Research. Games for Health Journal, 2015, 4, 58-62.	2.0	65
11	Development and application of virtual reality technology to improve hand use and gait of individuals post-stroke. Restorative Neurology and Neuroscience, 2004, 22, 371-86.	0.7	64
12	Virtual Reality and Serious Games in Neurorehabilitation of Children and Adults: Prevention, Plasticity, and Participation. Pediatric Physical Therapy, 2017, 29, S23-S36.	0.6	54
13	Virtual Reality for Stroke Rehabilitation. Stroke, 2018, 49, .	2.0	37
14	Auditory and visual cueing modulate cycling speed of older adults and persons with Parkinsonâ€™s disease in a Virtual Cycling (V-Cycle) system. Journal of NeuroEngineering and Rehabilitation, 2016, 13, 77.	4.6	25
15	VRACK — virtual reality augmented cycling kit: Design and validation. , 2010, , .		24
16	Patient-Centered Integrated Motor Imagery Delivered in the Home With Telerehabilitation to Improve Walking After Stroke. Physical Therapy, 2012, 92, 1065-1077.	2.4	23
17	Factors influencing the delivery of telerehabilitation for stroke: A systematic review. PLoS ONE, 2022, 17, e0265828.	2.5	22
18	Feasibility of Virtual Reality Augmented Cycling for Health Promotion of People Poststroke. Journal of Neurologic Physical Therapy, 2013, 37, 118-124.	1.4	21

#	Article	IF	Citations
19	Usability of the Remote Console for Virtual Reality Telerehabilitation: Formative Evaluation. Cyberpsychology, Behavior and Social Networking, 2006, 9, 142-147.	2.2	18
20	Knowledge Translation Research to Promote Behavior Changes in Rehabilitation: Use of Theoretical Frameworks and Tailored Interventions: A Scoping Review. Archives of Physical Medicine and Rehabilitation, 2022, 103, S276-S296.	0.9	16
21	A Knowledge Translation Intervention Designed and Implemented by a Knowledge Broker Improved Documented Use of Gait Speed: A Mixed-Methods Study. Journal of Geriatric Physical Therapy, 2020, 43, E1-E10.	1.1	14
22	Validity and Reliability of the Kinect for Assessment of Standardized Transitional Movements and Balance. Physical Medicine and Rehabilitation Clinics of North America, 2019, 30, 399-422.	1.3	13
23	Comparison of neuromuscular and cardiovascular exercise intensity and enjoyment between standard of care, off-the-shelf and custom active video games for promotion of physical activity of persons post-stroke. Journal of NeuroEngineering and Rehabilitation, 2021, 18, 63.	4.6	12
24	Time since injury limits but does not prevent improvement and maintenance of gains in balance in chronic stroke. Brain Injury, 2018, 32, 303-309.	1.2	10
25	Validity and usability of a professional associationâ€™s web-based knowledge translation portal: American Physical Therapy Associationâ€™s PTNow.org. BMC Medical Informatics and Decision Making, 2015, 15, 79.	3.0	8
26	Formative evaluation and preliminary validation of kinect open source stepping game. , 2015, , .		7
27	A knowledge translation intervention designed using audit and feedback and the Theoretical Domains Framework for physical therapists working in inpatient rehabilitation: A case report. Physiotherapy Theory and Practice, 2019, 35, 1-17.	1.3	6
28	Usability of the â€˜Kinect-ingâ€™ with Clinicians Website: A Knowledge Translation Resource Supporting Decisions About Active Videogame Use in Rehabilitation. Games for Health Journal, 2018, 7, 362-368.	2.0	5
29	OUP accepted manuscript. Physical Therapy, 2022, , .	2.4	4
30	Standardizing Examination of Outcomes. Journal of Neurologic Physical Therapy, 2004, 28, 57.	1.4	3
31	Invited Commentary. Physical Therapy, 2011, 91, 875-877.	2.4	3
32	Playing self-paced video games requires the same energy expenditure but is more enjoyable and less effortful than standard of care activities. , 2019, , .		2
33	Open Rehab Initiative: Second development iteration. , 2017, , .		1
34	Editorial: Virtual Reality for Sensorimotor Rehabilitation of Neurological Health Conditions Across the Lifespan. Frontiers in Neurology, 2021, 12, 766349.	2.4	1
35	Can Individuals Poststroke Improve Their Performance in Reaction and Movement Times in a Nonimmersive Serious Game with Practice? A Cross-Sectional Study. Games for Health Journal, 2022, 11, 38-45.	2.0	1
36	Abstract WP317: High Metabolic Cost of Mobility and Balance Activities in Individuals Post-Stroke. Stroke, 2013, 44, .	2.0	0

#	Article	IF	Citations
37	Telehealth and Virtual Reality in Musculoskeletal Practice. , 2017, , 1-20.		0