

Ant3nio Jos© Marques

List of Publications by Year in descending order

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Version: 2024-02-01

47
papers

392
citations

933447

10
h-index

839539

18
g-index

48
all docs

48
docs citations

48
times ranked

410
citing authors

#	ARTICLE	IF	CITATIONS
1	Burnout and Stress Measurement in Police Officers: Literature Review and a Study With the Operational Police Stress Questionnaire. <i>Frontiers in Psychology</i> , 2020, 11, 587.	2.1	77
2	Job Stress, Burnout and Coping in Police Officers: Relationships and Psychometric Properties of the Organizational Police Stress Questionnaire. <i>International Journal of Environmental Research and Public Health</i> , 2020, 17, 6718.	2.6	43
3	Promoting Reminiscences with Virtual Reality Headsets: A Pilot Study with People with Dementia. <i>International Journal of Environmental Research and Public Health</i> , 2020, 17, 9301.	2.6	40
4	Stigmatizing attitudes in relatives of people with schizophrenia: a study using the Attribution Questionnaire AQ-27. <i>Trends in Psychiatry and Psychotherapy</i> , 2012, 34, 186-197.	0.8	34
5	Kinematic parameters of throwing performance in patients with schizophrenia using a markerless motion capture system. <i>Somatosensory & Motor Research</i> , 2015, 32, 77-86.	0.9	25
6	Virtual reality in assessment and treatment of schizophrenia: a systematic review. <i>Jornal Brasileiro De Psiquiatria</i> , 2015, 64, 70-81.	0.7	23
7	Feasibility and acceptability of an exergame intervention for schizophrenia. <i>Psychology of Sport and Exercise</i> , 2015, 19, 50-58.	2.1	23
8	Development of weCope, a mobile app for illness self-management in schizophrenia. <i>Revista De Psiquiatria Clinica</i> , 2019, 46, 1-4.	0.6	16
9	Individual Resilience Interventions: A Systematic Review in Adult Population Samples over the Last Decade. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 7564.	2.6	13
10	Peer support for people with mental illness. <i>Revista De Psiquiatria Clinica</i> , 2014, 41, 49-55.	0.6	12
11	Virtual Reality Exposure Therapy for Armed Forces Veterans with Post-Traumatic Stress Disorder: A Systematic Review and Focus Group. <i>International Journal of Environmental Research and Public Health</i> , 2022, 19, 464.	2.6	11
12	Mobile Application for Self-Management in Schizophrenia: A Pilot Study. <i>Journal of Technology in Human Services</i> , 2018, 36, 179-190.	1.6	9
13	Facial Emotion Recognition: Virtual Reality Program for Facial Emotion Recognition – A Trial Program Targeted at Individuals With Schizophrenia. <i>Rehabilitation Counseling Bulletin</i> , 2020, 63, 79-90.	1.4	8
14	Patients' perspectives about the design of a mobile application for psychotic disorders. <i>Psychology, Community & Health</i> , 2018, 7, 16-28.	0.7	6
15	Practical guidelines for peer support programmes for mental health problems. <i>Revista De Psiquiatria Y Salud Mental (English Edition)</i> , 2016, 9, 97-110.	0.3	5
16	e-EMOTION CAPSULE. , 2019, , .		4
17	"STRESS AT WORK AND PHYSIOLOGICAL INDICATORS: A STUDY WITH WEARABLE SENSORS". <i>Psicologia, Saúde & Doenças</i> , 2020, 21, 183-190.	0.1	4
18	ESQUIZOFRENIA, ATIVIDADES INSTRUMENTAIS DE VIDA DIÁRIA E FUNÇÕES EXECUTIVAS: UMA ABORDAGEM QUALITATIVA. <i>Brazilian Journal of Occupational Therapy</i> , 2018, 26, 287-298.	0.3	4

#	ARTICLE	IF	CITATIONS
19	The Sense of Presence through the Humanization Created by Virtual Environments. Proceedings (mdpi), 2019, 21, .	0.2	3
20	IoT Platform: Contribution to the Promotion of Mental Health and Wellbeing. Proceedings (mdpi), 2019, 21, 13.	0.2	3
21	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
22	Validation of the Mental Health Promoting Knowledge Scale (MHPK-10) for the Portuguese population. , 2022, 4, .	0.0	3
23	Development of a Hybrid Application for Psychotic Disorders Self-Management. Advances in Intelligent Systems and Computing, 2017, , 229-237.	0.6	2
24	The Influence of Immersive Environments on the Empathy Construct about Schizophrenia. Proceedings (mdpi), 2019, 21, .	0.2	1
25	Promoting Reminiscences with Virtual Reality: Feasibility Study with People with Dementia. Proceedings (mdpi), 2019, 21, .	0.2	1
26	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
27	Gamification as Upper Limb Rehabilitation Process. Advances in Medical Technologies and Clinical Practice Book Series, 2021, , 243-257.	0.3	1
28	Adaptive Model for Biofeedback Data Flows Management in the Design of Interactive Immersive Environments. Applied Sciences (Switzerland), 2021, 11, 5067.	2.5	1
29	The Use of Gamification in Social Phobia. Advances in Medical Technologies and Clinical Practice Book Series, 2021, , 132-153.	0.3	1
30	Gamification Applied to Autism Spectrum Disorder. Advances in Psychology, Mental Health, and Behavioral Studies, 2022, , 163-186.	0.1	1
31	The Impact of the COVID-19 Pandemic on People with Lived Experience of Mental Illness Integrated into Community-Based Psychosocial Rehabilitation Structures in Portugal. Covid, 2022, 2, 200-210.	1.5	1
32	Proactive coping in schizophrenia: examining the impact of neurocognitive variables. Journal of Psychiatric and Mental Health Nursing, 2014, 21, 471-476.	2.1	0
33	Application of Adaptive Virtual Environments Through Biofeedback for the Treatment of Phobias. Proceedings (mdpi), 2020, 54, .	0.2	0
34	A-Frame as a Tool to Create Artistic Collective Installations in Virtual Reality. Proceedings (mdpi), 2020, 54, 47.	0.2	0
35	Virtual Reality to Improve Postural Control in Patients with Schizophrenia: Study Protocol for a Single-Blind Parallel Group Randomised Controlled Trial. Advances in Intelligent Systems and Computing, 2021, , 384-400.	0.6	0
36	Gamification in Dementia and Mild Cognitive Impairment. Advances in Medical Technologies and Clinical Practice Book Series, 2021, , 112-131.	0.3	0

#	ARTICLE	IF	CITATIONS
37	The Influence of Brain Activity on the Interactive Process through Biofeedback Mechanisms in Virtual Reality Environments. Engineering Proceedings, 2021, 7, 15.	0.4	0
38	The Effect of Music on Brain Activity an Emotional State. Engineering Proceedings, 2021, 7, 19.	0.4	0
39	Mobile Application to Support Children with Anxiety Disorders. IFMBE Proceedings, 2020, , 1405-1410.	0.3	0
40	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
41	Creating Emotions Through Digital Media Art. Advances in Media, Entertainment and the Arts, 2020, , 142-160.	0.1	0
42	"HYPERTERMIA AND INTERVENTION IN EMOTIONAL STATES: LITERATURE REVIEW". Psicologia, SaÃ³de & DoenÃ§as, 2020, 21, 213-220.	0.1	0
43	Virtual Reality Environments in Pain Management. Advances in Psychology, Mental Health, and Behavioral Studies, 2022, , 281-301.	0.1	0
44	Gamification in Stroke Rehabilitation. Advances in Psychology, Mental Health, and Behavioral Studies, 2022, , 187-199.	0.1	0
45	Virtual reality in social skills training for people with schizophrenia.. Translational Issues in Psychological Science, 2021, 7, 248-260.	1.0	0
46	Characterization of wellbeing in the youth population of the metropolitan area of Porto. , 2021, 3, .	0.0	0
47	Validation of the Pemberton Happiness Index (PHI) for the Portuguese population. , 2022, 4, .	0.0	0