António José Marques

List of Publications by Year
in descending order

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	Virtual Reality Environments in Pain Management. Advances in Psychology, Mental Health, and Behavioral Studies, 2022, , 281-301.	0.1	0
2	Gamification Applied to Autism Spectrum Disorder. Advances in Psychology, Mental Health, and Behavioral Studies, 2022, , 163-186.	0.1	1
3	Gamification in Stroke Rehabilitation. Advances in Psychology, Mental Health, and Behavioral Studies, 2022, , 187-199.	0.1	0
4	Virtual Reality Exposure Therapy for Armed Forces Veterans with Post-Traumatic Stress Disorder: A Systematic Review and Focus Group. International Journal of Environmental Research and Public Health, 2022, 19, 464.	2.6	11
5	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
6	Validation of the Pemberton Happiness Index (PHI) for the Portuguese population. , 2022, 4, .	0.0	0
7	Validation of the Mental Health Promoting Knowledge Scale (MHPK-10) for the Portuguese population. , 2022, 4, .	0.0	3
8	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
9	Gamification as Upper Limb Rehabilitation Process. Advances in Medical Technologies and Clinical Practice Book Series, 2021, , 243-257.	0.3	1
10	Adaptive Model for Biofeedback Data Flows Management in the Design of Interactive Immersive Environments. Applied Sciences (Switzerland), 2021, 11, 5067.	2.5	1
11	Individual Resilience Interventions: A Systematic Review in Adult Population Samples over the Last Decade. International Journal of Environmental Research and Public Health, 2021, 18, 7564.	2.6	13
12	The Use of Gamification in Social Phobia. Advances in Medical Technologies and Clinical Practice Book Series, 2021, , 132-153.	0.3	1
13	Gamification in Dementia and Mild Cognitive Impairment. Advances in Medical Technologies and Clinical Practice Book Series, 2021, , 112-131.	0.3	0
14	The Influence of Brain Activity on the Interactive Process through Biofeedback Mechanisms in Virtual Reality Environments. Engineering Proceedings, 2021, 7, 15.	0.4	0
15	The Effect of Music on Brain Activity an Emotional State. Engineering Proceedings, 2021, 7, 19.	0.4	0
16	Mixed Reality in an Operating Room Using Hololens 2â€"The Use of the Remote Assistance from Manufacturers Techinicians during the Surgeries. Engineering Proceedings, 2021, 7, .	0.4	0
17	Virtual reality in social skills training for people with schizophrenia.. Translational Issues in Psychological Science, 2021, 7, 248-260.	1.0	0
18	Characterization of wellbeing in the youth population of the metropolitan area of Porto. , 2021, 3, .	0.0	0

#	Article	IF	Citations
19	Facial Emotion Recognition: Virtual Reality Program for Facial Emotion Recognitionâ€"A Trial Program Targeted at Individuals With Schizophrenia. Rehabilitation Counseling Bulletin, 2020, 63, 79-90.	1.4	8
20	Job Stress, Burnout and Coping in Police Officers: Relationships and Psychometric Properties of the Organizational Police Stress Questionnaire. International Journal of Environmental Research and Public Health, 2020, 17, 6718.	2.6	43
21	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
22	Application of Adaptive Virtual Environments Through Biofeedback for the Treatment of Phobias. Proceedings (mdpi), 2020, 54, .	0.2	0
23	A-Frame as a Tool to Create Artistic Collective Installations in Virtual Reality. Proceedings (mdpi), 2020, 54, 47.	0.2	0
24	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
25	Promoting Reminiscences with Virtual Reality Headsets: A Pilot Study with People with Dementia. International Journal of Environmental Research and Public Health, 2020, 17, 9301.	2.6	40
26	Burnout and Stress Measurement in Police Officers: Literature Review and a Study With the Operational Police Stress Questionnaire. Frontiers in Psychology, 2020, 11, 587.	2.1	77
27	"STRESS AT WORK AND PHYSIOLOGICAL INDICATORS: A STUDY WITH WEARABLE SENSORS". Psicologia, SaÃºde & DoenÃ§as, 2020, 21, 183-190.	0.1	4
28	Mobile Application to Support Children with Anxiety Disorders. IFMBE Proceedings, 2020, , 1405-1410.	0.3	0
29	Creating Emotions Through Digital Media Art. Advances in Media, Entertainment and the Arts, 2020, , 142-160.	0.1	0
30	"HYPERTERMIA AND INTERVENTION IN EMOTIONAL STATES: LITERATURE REVIEW". Psicologia, SaÃºde & DoenÃ§as, 2020, 21, 213-220.	0.1	0
31	The Influence of Immersive Environments on the Empathy Construct about Schizophrenia. Proceedings (mdpi), 2019, 21, .	0.2	1
32	The Sense of Presence through the Humanization Created by Virtual Environments. Proceedings (mdpi), 2019, 21, .	0.2	3
33	Promoting Reminiscences with Virtual Reality: Feasibility Study with People with Dementia. Proceedings (mdpi), 2019, 21, .	0.2	1
34	Development of weCope, a mobile app for illness self-management in schizophrenia. Revista De Psiquiatria Clinica, 2019, 46, 1-4.	0.6	16
35	IoT Platform: Contribution to the Promotion of Mental Health and Wellbeing. Proceedings (mdpi), 2019, 21, 13.	0.2	3
36	e-EMOTION CAPSULE. , 2019, , .		4

#	Article	IF	Citations
37	Mobile Application for Self-Management in Schizophrenia: A Pilot Study. Journal of Technology in Human Services, 2018, 36, 179-190.	1.6	9
38	Patients' perspectives about the design of a mobile application for psychotic disorders. Psychology, Community & Health, 2018, 7, 16-28.	0.7	6
39	ESQUIZOFRENIA, ATIVIDADES INSTRUMENTAIS DE VIDA DIÃRIA E FUNÃ‡Ã•ES EXECUTIVAS: UMA ABORDAGEM QUALITATIVA. Brazilian Journal of Occupational Therapy, 2018, 26, 287-298.	0.3	4
40	Development of a Hybrid Application for Psychotic Disorders Self-Management. Advances in Intelligent Systems and Computing, 2017, , 229-237.	0.6	2
41	Practical guidelines for peer support programmes for mental health problems. Revista De PsiquiatrÃa Y Salud Mental (English Edition), 2016, 9, 97-110.	0.3	5
42	Virtual reality in assessment and treatment of schizophrenia: a systematic review. Jornal Brasileiro De Psiquiatria, 2015, 64, 70-81.	0.7	23
43	Feasibility and acceptability of an exergame intervention for schizophrenia. Psychology of Sport and Exercise, 2015, 19, 50-58.	2.1	23
44	Kinematic parameters of throwing performance in patients with schizophrenia using a markerless motion capture system. Somatosensory & Motor Research, 2015, 32, 77-86.	0.9	25
45	Peer support for people with mental illness. Revista De Psiquiatria Clinica, 2014, 41, 49-55.	0.6	12
46	Proactive coping in schizophrenia: examining the impact of neurocognitive variables. Journal of Psychiatric and Mental Health Nursing, 2014, 21, 471-476.	2.1	0
47	Stigmatizing attitudes in relatives of people with schizophrenia: a study using the Attribution Questionnaire AQ-27. Trends in Psychiatry and Psychotherapy, 2012, 34, 186-197.	0.8	34