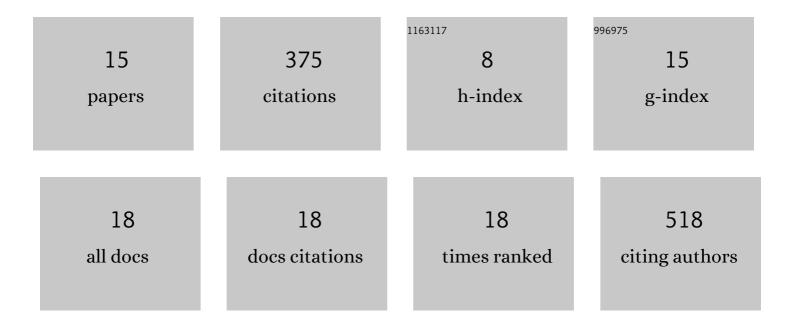
## Anna Schlomann

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/7264094/publications.pdf Version: 2024-02-01



ΔΝΝΑ SCHLOMANN

#	Article	IF	CITATIONS
1	Use of Information and Communication Technology (ICT) Devices Among the Oldest-Old: Loneliness, Anomie, and Autonomy. Innovation in Aging, 2020, 4, igz050.	0.1	78
2	The use of mobile devices for physical activity tracking in older adults' everyday life. Digital Health, 2017, 3, 205520761774008.	1.8	73
3	Who Is Still Playing Pokémon Go? A Web-Based Survey. JMIR Serious Games, 2017, 5, e7.	3.1	61
4	Assistive Technology and Mobile ICT Usage Among Oldest-Old Cohorts: Comparison of the Oldest-Old in Private Homes and in Long-Term Care Facilities. Research on Aging, 2020, 42, 163-173.	1.8	32
5	The Use of Virtual and Augmented Reality by Older Adults: Potentials and Challenges. Frontiers in Virtual Reality, 2021, 2, .	3.7	32
6	Means of Motivation or of Stress? The Use of Fitness Trackers for Self-Monitoring by Older Adults. HeilberufeSCIENCE, 2016, 7, 111-116.	0.9	26
7	A case study on older adults' long-term use of an activity tracker. Gerontechnology, 2017, 16, 115-124.	0.1	19
8	Measuring attitudes towards the dying process: A systematic review of tools. Palliative Medicine, 2018, 32, 815-837.	3.1	9
9	Augmented Reality Games for Health Promotion in Old Age. , 2019, , 159-177.		9
10	Relevance of Activity Tracking With Mobile Devices in the Relationship Between Physical Activity Levels and Satisfaction With Physical Fitness in Older Adults: Representative Survey. JMIR Aging, 2019, 2, e12303.	3.0	9
11	Aging during COVID-19 in Germany: a longitudinal analysis of psychosocial adaptation. European Journal of Ageing, 2022, 19, 1077-1086.	2.8	8
12	Berlin Inventory of Caregiver Stress—Dementia (BICS-D). Gerontologist, The, 2021, 61, e173-e184.	3.9	4
13	Has the COVID-19 pandemic affected older adults' personal and general views on aging? Evidence for losses and gains Developmental Psychology, 2022, 58, 1188-1205.	1.6	4
14	Same but Different: A Comparison of Players' Perceptions and Motivational Factors in Two Commercially Available AR Games. The Computer Games Journal, 2020, 9, 383-399.	1.0	1
15	Erhebung von Daten in der Ätteren BevĶlkerung. , 2019, , 659-682.		1