

# Denise Nicholson

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/11355252/publications.pdf>

Version: 2024-02-01

15  
papers

110  
citations

1937685

4  
h-index

1588992

8  
g-index

18  
all docs

18  
docs citations

18  
times ranked

80  
citing authors

#	ARTICLE	IF	CITATIONS
1	System Approach to Simulations for Training. Computational Analysis, Synthesis, and Design of Dynamic Models Series, 2012, , 371-388.	0.2	0
2	Comparison of Multiple Physiological Sensors to Classify Operator State in Adaptive Automation Systems. Proceedings of the Human Factors and Ergonomics Society, 2010, 54, 195-199.	0.3	18
3	Training Transfer Design Theories Revisited for Application to Virtual Environments. Proceedings of the Human Factors and Ergonomics Society, 2010, 54, 230-233.	0.3	0
4	Transfer: From the Laboratory to the Real-World. Proceedings of the Human Factors and Ergonomics Society, 2010, 54, 218-219.	0.3	0
5	Increasing Efficiency in Military Learning: Theoretical Considerations and Practical Applications. Military Psychology, 2010, 22, 311-339.	1.1	10
6	Use of Functional near Infrared Imaging to Investigate Neural Correlates of Expertise in Military Target Identification. Proceedings of the Human Factors and Ergonomics Society, 2009, 53, 151-154.	0.3	0
7	Advancing the Science of Training in Simulation-Based Training. Proceedings of the Human Factors and Ergonomics Society, 2009, 53, 1932-1934.	0.3	2
8	Embedding Metacognitive Prompts during SBT to Improve Knowledge Acquisition. Proceedings of the Human Factors and Ergonomics Society, 2009, 53, 1939-1943.	0.3	3
9	The mixed-initiative experimental testbed for collaborative human robot interactions. , 2008, , .		17
10	Using Virtual Worlds to Assist Distributed Teams. , 2008, , 408-423.		3
11	Collaborative human robot interactions in combined arms operations. , 2007, , .		0
12	Beyond the desktop: emerging technologies for supporting 3D collaborative teams. International Journal on Interactive Design and Manufacturing, 2007, 1, 239-241.	2.2	1
13	Foundations for Creating a Distributed Adaptive User Interface. Lecture Notes in Computer Science, 2007, , 251-257.	1.3	3
14	Aiding Tomorrow's Augmented Cognition Researchers Through Modeling and Simulation Curricula. Lecture Notes in Computer Science, 2007, , 415-423.	1.3	0
15	A Paradigm Shift in Interactive Computing: Deriving Multimodal Design Principles from Behavioral and Neurological Foundations. International Journal of Human-Computer Interaction, 2004, 17, 229-257.	4.8	48