

Andy J Pulman

List of Publications by Year in descending order

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Version: 2024-02-01

18
papers

231
citations

1163117

8
h-index

1058476

14
g-index

22
all docs

22
docs citations

22
times ranked

337
citing authors

#	ARTICLE	IF	CITATIONS
1	Munchausen by Internet: Current Research and Future Directions. <i>Journal of Medical Internet Research</i> , 2012, 14, e115.	4.3	52
2	Enabling interprofessional education: The role of technology to enhance learning. <i>Nurse Education Today</i> , 2009, 29, 232-239.	3.3	40
3	Ideas and Enhancements Related to Mobile Applications to Support Type 1 Diabetes. <i>JMIR MHealth and UHealth</i> , 2013, 1, e12.	3.7	22
4	Translating research into practice: Evaluation of an e-learning resource for health care professionals to provide nutrition advice and support for cancer survivors. <i>Nurse Education Today</i> , 2015, 35, 271-276.	3.3	20
5	A patient centred framework for improving LTC quality of life through Web 2.0 technology. <i>Health Informatics Journal</i> , 2010, 16, 15-23.	2.1	19
6	Twitter as a tool for delivering improved quality of life for people with chronic conditions. <i>Journal of Nursing and Healthcare of Chronic Illness</i> , 2009, 1, 245-252.	0.5	12
7	Digitizing a Face-to-Face Group Fatigue Management Program: Exploring the Views of People With Multiple Sclerosis and Health Care Professionals Via Consultation Groups and Interviews. <i>JMIR Formative Research</i> , 2019, 3, e10951.	1.4	12
8	Can a handheld gaming device be used as an effective assistive technology tool?. <i>British Journal of Educational Technology</i> , 2007, 38, 532-534.	6.3	8
9	Effectiveness of the Malnutrition eLearning Course for Global Capacity Building in the Management of Malnutrition: Cross-Country Interrupted Time-Series Study. <i>Journal of Medical Internet Research</i> , 2018, 20, e10396.	4.3	8
10	Improved care and survival in severe malnutrition through eLearning. <i>Archives of Disease in Childhood</i> , 2020, 105, 32-39.	1.9	7
11	Innovative mobile technology alcohol education for young people with type 1 diabetes. <i>Practical Diabetes</i> , 2013, 30, 376.	0.3	5
12	Implementing effective eLearning for scaling up global capacity building: findings from the malnutrition elearning course evaluation in Ghana. <i>Global Health Action</i> , 2020, 13, 1831794.	1.9	5
13	A Virtual Infection Control Simulation: The Development of a Serious Game in the Health-Care Sector. , 2009, , 43-56.		4
14	Blogs Wikis Podcasts & More. , 2009, , .		4
15	Creating a Digital Toolkit to Reduce Fatigue and Promote Quality of Life in Multiple Sclerosis: Participatory Design and Usability Study. <i>JMIR Formative Research</i> , 2021, 5, e19230.	1.4	4
16	Scoping the Need for a Tailored mHealth App to Improve Health and Well-being Behavioral Transformation in the Police: Exploring the Views of UK Police Workers via Web-Based Surveys and Client Meetings. <i>JMIR Formative Research</i> , 2021, 5, e28075.	1.4	3
17	Creating a FACETS digital toolkit to promote quality of life of people with multiple sclerosis through participatory design. , 2018, , .		3
18	Scenes from a virtual Europe. <i>Journal of Allied Health</i> , 2006, 35, e240-52.	0.2	0