Willem-Paul Brinkman

List of Publications by Year
in descending order

112 papers	2,151 citations	361413 20 h-index	289244 40 g-index
119 all docs	119 docs citations	119 times ranked	2223 citing authors

#	ARTICLE	IF	CITATIONS
1	Exposure to virtual social interactions in the treatment of social anxiety disorder: A randomized controlled trial. Behaviour Research and Therapy, 2016, 77, 147-156.	3.1	142
2	A Meta-Analysis on the Relationship between Self-Reported Presence and Anxiety in Virtual Reality Exposure Therapy for Anxiety Disorders. PLoS ONE, 2014, 9, e96144.	2.5	130
3	Development of a survey instrument to examine consumer adoption of broadband. Industrial Management and Data Systems, 2006, 106, 700-718.	3.7	120
4	Mobile Phone-Delivered Cognitive Behavioral Therapy for Insomnia: A Randomized Waitlist Controlled Trial. Journal of Medical Internet Research, 2017, 19, e70.	4.3	110
5	AffectButton: A method for reliable and valid affective self-report. International Journal of Human Computer Studies, 2013, 71, 641-667.	5.6	90
6	Do moods affect programmers' debug performance?. Cognition, Technology and Work, 2011, 13, 245-258.	3.0	85
7	The relationship between individual characteristics and experienced presence. Computers in Human Behavior, 2013, 29, 1519-1530.	8.5	85
8	Controlling Social Stress in Virtual Reality Environments. PLoS ONE, 2014, 9, e92804.	2.5	80
9	A Therapy System for Post-Traumatic Stress Disorder Using a Virtual Agent and Virtual Storytelling to Reconstruct Traumatic Memories. Journal of Medical Systems, 2017, 41, 125.	3.6	73
10	Designing interfaces for explicit preference elicitation: a user-centered investigation of preference representation and elicitation process. User Modeling and User-Adapted Interaction, 2012, 22, 357-397.	3.8	60
11	Adherence to Technology-Mediated Insomnia Treatment: A Meta-Analysis, Interviews, and Focus Groups. Journal of Medical Internet Research, 2015, 17, e214.	4.3	60
12	Effects of Stereoscopic Viewing on Presence, Anxiety, and Cybersickness in a Virtual Reality Environment for Public Speaking. Presence: Teleoperators and Virtual Environments, 2012, 21, 254-267.	0.6	50
13	How should a virtual agent present psychoeducation? Influence of verbal and textual presentation on adherence. Technology and Health Care, 2018, 25, 1081-1096.	1.2	42
14	Virtual Reality Experiments Linking Social Environment and Psychosis: A Pilot Study. Cyberpsychology, Behavior, and Social Networking, 2014, 17, 191-195.	3.9	41
15	Virtual Reality Negotiation Training Increases Negotiation Knowledge and Skill. Lecture Notes in Computer Science, 2012, , 218-230.	1.3	38
16	Towards estimating computer users' mood from interaction behaviour with keyboard and mouse. Frontiers of Computer Science, 2013, 7, 943-954.	2.4	33
17	Sense of presence and anxiety during virtual social interactions between a human and virtual humans. PeerJ, 2014, 2, e337.	2.0	33
18	Technological State of the Art of Electronic Mental Health Interventions for Major Depressive Disorder: Systematic Literature Review. Journal of Medical Internet Research, 2020, 22, e12599.	4.3	31

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19	Conversations with a virtual human: Synthetic emotions and human responses. Computers in Human Behavior, 2014, 34, 58-68.	8.5	30
20	Talk and Tools: the best of both worlds in mobile user interfaces for E-coaching. Personal and Ubiquitous Computing, 2017, 21, 661-674.	2.8	29
21	Measuring personality from keyboard and mouse use. , 2008, , .		29
22	Simulated thoughts in virtual reality for negotiation training enhance self-efficacy and knowledge. International Journal of Human Computer Studies, 2020, 139, 102400.	5.6	27
23	Examining the influence of service quality and secondary influence on the behavioural intention to change internet service provider. Information Systems Frontiers, 2010, 12, 207-217.	6.4	26
24	Reminders make people adhere better to a self-help sleep intervention. Health and Technology, 2017, 7, 173-188.	3.6	24
25	AffectButton: Towards a standard for dynamic affective user feedback. , 2009, , .		23
26	The therapist user interface of a virtual reality exposure therapy system in the treatment of fear of flying. Interacting With Computers, 2010, 22, 299-310.	1.5	23
27	The design of virtual audiences: Noticeable and recognizable behavioral styles. Computers in Human Behavior, 2016, 55, 680-694.	8.5	22
28	A virtual reality dialogue system for the treatment of social phobia. , 2012, , .		21
29	Factors Affecting User's Behavioral Intention and Use of a Mobile-Phone-Delivered Cognitive Behavioral Therapy for Insomnia: A Small-Scale UTAUT Analysis. Journal of Medical Systems, 2021, 45, 110.	3.6	21
30	Virtual Bystanders in a Language Lesson: Examining the Effect of Social Evaluation, Vicarious Experience, Cognitive Consistency and Praising on Students' Beliefs, Self-Efficacy and Anxiety in a Virtual Reality Environment. PLoS ONE, 2015, 10, e0125279.	2.5	20
31	Renal transplant patient acceptance of a self-management support system. BMC Medical Informatics and Decision Making, 2017, 17, 58.	3.0	20
32	Social interactions in virtual reality exposure therapy: A proof-of-concept pilot study. Technology and Health Care, 2015, 23, 581-589.	1.2	19
33	Improving Adherence in Automated e-Coaching. Lecture Notes in Computer Science, 2016, , 276-287.	1.3	19
34	The theoretical foundation and validity of a component-based usability questionnaire. Behaviour and Information Technology, 2009, 28, 121-137.	4.0	18
35	An Ontology-Based Question System for a Virtual Coach Assisting in Trauma Recollection. Lecture Notes in Computer Science, 2015, , 17-27.	1.3	18
36	Design and Evaluation of Personalized Motivational Messages by a Virtual Agent that Assists in Post-Traumatic Stress Disorder Therapy. Journal of Medical Internet Research, 2019, 21, e9240.	4.3	18

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37	Human perception of a conversational virtual human: an empirical study on the effect of emotion and culture. Virtual Reality, 2013, 17, 307-321.	6.1	17
38	Modelling environmental and cognitive factors to predict performance in a stressful training scenario on a naval ship simulator. Cognition, Technology and Work, 2015, 17, 503-519.	3.0	17
39	Patient experiences with self-monitoring renal function after renal transplantation: results from a&nbsp;single-center prospective pilot study. Patient Preference and Adherence, 2015, 9, 1721.	1.8	16
40	Considering patient safety in autonomous e-mental health systems â€" detecting risk situations and referring patients back to human care. BMC Medical Informatics and Decision Making, 2019, 19, 47.	3.0	16
41	Consumer usage of broadband in British households. International Journal of Services and Standards, 2006, 2, 400.	0.2	15
42	Using diffusion theory to determine the digital divide in e-services: two UK local-area perspectives. Electronic Government, 2007, 4, 345.	0.2	15
43	An Expressive Virtual Audiencewith Flexible Behavioral Styles. IEEE Transactions on Affective Computing, 2013, 4, 326-340.	8.3	14
44	Distributed collaborative situation-map making for disaster response. Interacting With Computers, 2011, 23, 308-316.	1.5	13
45	The Effect of Priming Pictures and Videos on a Questionâ€"Answer Dialog Scenario in a Virtual Environment. Presence: Teleoperators and Virtual Environments, 2013, 22, 91-109.	0.6	13
46	Self-identification with a Virtual Experience and Its Moderating Effect on Self-efficacy and Presence. International Journal of Human-Computer Interaction, 2021, 37, 181-196.	4.8	13
47	Mood independent programming. , 2007, , .		12
48	Social acceptance of negotiation support systems: scenario-based exploration with focus groups and online survey. Cognition, Technology and Work, 2012, 14, 299-317.	3.0	12
49	The Effect of Perspective on Presence and Space Perception. PLoS ONE, 2013, 8, e78513.	2.5	12
50	Component-Specific Usability Testing. IEEE Transactions on Systems, Man and Cybernetics, Part A: Systems and Humans, 2008, 38, 1143-1155.	2.9	11
51	Work placements and academic achievement: undergraduate computing students. Education and Training, 2012, 54, 523-533.	3.1	11
52	Home-Based Virtual Reality Exposure Therapy with Virtual Health Agent Support. Communications in Computer and Information Science, 2016, , 85-98.	0.5	11
53	TravelThrough. , 2012, , .		10
54	Characteristics of Successful Technological Interventions in Mental Resilience Training. Journal of Medical Systems, 2014, 38, 113.	3.6	10

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55	Effects of different real-time feedback types on human performance in high-demanding work conditions. International Journal of Human Computer Studies, 2016, 91, 1-12.	5.6	10
56	Work content influences on cognitive task load, emotional state and performance during a simulated 520-days' Mars mission. Computers in Human Behavior, 2016, 55, 642-652.	8.5	10
57	Designing for positive disclosure: What do you like today?. International Journal of Industrial Ergonomics, 2009, 39, 564-572.	2.6	9
58	Human Research Ethics Committees in Technical Universities. Journal of Empirical Research on Human Research Ethics, 2014, 9, 67-73.	1.3	9
59	Content-Based Recommender Support System for Counselors in a Suicide Prevention Chat Helpline: Design and Evaluation Study. Journal of Medical Internet Research, 2021, 23, e21690.	4.3	9
60	Self-Monitoring Kidney Function Post Transplantation: Reliability of Patient-Reported Data. Journal of Medical Internet Research, 2017, 19, e316.	4.3	8
61	Virtual agent-mediated appraisal training: a single case series among Dutch firefighters. HÃ¶gre Utbildning, 2017, 8, 1378053.	3.0	7
62	Design Guidelines for a Virtual Coach for Post-Traumatic Stress Disorder Patients. Lecture Notes in Computer Science, 2014, , 434-437.	1.3	7
63	Natural language processing for cognitive therapy: Extracting schemas from thought records. PLoS ONE, 2021, 16, e0257832.	2.5	7
64	Human Participants in Engineering Research: Notes from a Fledgling Ethics Committee. Science and Engineering Ethics, 2015, 21, 1033-1048.	2.9	6
65	Design and Implementation of Home-Based Virtual Reality Exposure Therapy System with a Virtual eCoach. Lecture Notes in Computer Science, 2015, , 287-291.	1.3	6
66	Design and evaluation of online multimedia maintenance manuals. Behaviour and Information Technology, 2001, 20, 47-52.	4.0	5
67	Avoiding Average: Recording Interaction Data to Design for Specific User Groups. Lecture Notes in Computer Science, 2004, , 398-401.	1.3	5
68	Empirical Usability Testing in a Component-Based Environment: Improving Test Efficiency with Component-Specific Usability Measures. Lecture Notes in Computer Science, 2005, , 20-37.	1.3	5
69	Programmer's mood and their performance. , 2006, , .		5
70	Towards an empirical method of efficiency testing of system parts: A methodological study. Interacting With Computers, 2007, 19, 342-356.	1.5	5
71	Making mundane pleasures visible: mediating daily likings with lightweight technology. Personal and Ubiquitous Computing, 2010, 14, 261-269.	2.8	5
72	Towards the usage of persuasive strategies in a virtual sleep coach. , 0, , .		5

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73	Automatic mechanisms for measuring subjective unit of discomfort. Studies in Health Technology and Informatics, 2012, 181, 192-6.	0.3	5
74	Multi-angle view on preference elicitation for negotiation support systems. , 2009, , .		4
75	Virtual Reality Negotiation Training System with Virtual Cognitions. Lecture Notes in Computer Science, 2017, , 119-128.	1.3	4
76	Design, Use and Experience of E-Learning Systems. , 0, , .		4
77	HCI for Technology Enhanced Learning. , 2008, , .		4
78	Virtual reality to study responses to social environmental stressors in individuals with and without psychosis. Studies in Health Technology and Informatics, 2011, 167, 86-91.	0.3	4
79	The Effect Of 3D Audio And Other Audio Techniques On Virtual Reality Experience. Studies in Health Technology and Informatics, 2015, 219, 44-8.	0.3	4
80	Informing intelligent environments. , 2004, , .		3
81	Assembling a synthetic emotion mediator for quick decision making during acute stress. , 2012, , .		3
82	Socially adaptive electronic partners for improved support of children's values: An empirical study with a location-sharing mobile app. International Journal of Child-Computer Interaction, 2018, 18, 79-89.	3.5	3
83	Guided or factual computer support for kidney patients with different experience levels and medical health situations: preferences and usage. Health and Technology, 2019, 9, 329-342.	3.6	3
84	Generating Situation-Based Motivational Feedback in a PTSD E-health System. Lecture Notes in Computer Science, 2017, , 437-440.	1.3	3
85	What do people like?. , 2007, , .		2
86	minimal connectedness. , 2008, , .		2
87	Getting a Grip on Emotions in Negotiations: The Possibilities of ICT. , 2009, , .		2
88	Cognitive engineering for technology in mental health care and rehabilitation. , 2010, , .		2
89	Cognitive Ergonomics for Situated Human–Automation Collaboration. Interacting With Computers, 2011, 23, iii-iv.	1.5	2
90	Internet-delivered multi-patient virtual reality exposure therapy system for the treatment of anxiety disorders. , 2011, , .		2

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91	The affect of lecturers' attitude on students' use of an online learning environment. , 2008, , .		2
92	Using a conversational agent for thought recording as a cognitive therapy task: Feasibility, content, and feedback. Frontiers in Digital Health, 0, 4, .	2.8	2
93	Facilitating socio-pleasure as mediated by ubiquitous technology. , 2006, , .		1
94	Developing an instrument to assess the impact of attitude and social norms on user selection of an interface design. , 2006, , .		1
95	Effect of map sharing and confidence information in situation-map making. , 2010, , .		1
96	The role of display technology and individual differences on presence. , 2010, , .		1
97	Visual priming to improve keyword detection in free speech dialogue. , 2010, , .		1
98	Feedback to renal transplant patients in a self-management support system. , 2012, , .		1
99	Computer-Based Perspective Broadening Support for Appraisal Training. International Journal of Technology and Human Interaction, 2020, 16, 86-108.	0.4	1
100	Social Acceptance of Negotiation Support Systems. Lecture Notes in Computer Science, 2010, , 55-70.	1.3	1
101	Validity of a Virtual Negotiation Training. Lecture Notes in Computer Science, 2011, , 435-436.	1.3	1
102	Computer-Aided Personalised System of Instruction for Teaching Mathematics in an Online Learning Environment. , 2009, , 271-299.		1
103	Clever Tracking User Behaviour over the Web: Enabling Researchers to Respect the User. , 0, , .		1
104	Design Considerations for Delivering E-Learning to Surgical Trainees. International Journal of E-Health and Medical Communications, 2011, 2, 14-23.	1.6	1
105	The Effect of an Adaptive Simulated Inner Voice on User's Eye-gaze Behaviour, Ownership Perception and Plausibility Judgement in Virtual Reality. Interacting With Computers, 2020, 32, 510-523.	1.5	1
106	Assessing the feasibility of conducting dynamic customer satisfaction measurement. , 2006, , .		0
107	Selected papers from ECCE 2007, the 25th Anniversary Conference of the European Association of Cognitive Ergonomics. International Journal of Industrial Ergonomics, 2009, 39, 477-479.	2.6	0
108	Putting users' first. , 2010, , .		0

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109	Effect of image quality on disaster response applications. , 2010, , .		0
110	Designing and evaluating a self-management support system for renal transplant patients. , 2012, , .		0
111	A Value-Centric Model to Ground Norms and Requirements for ePartners of Children. Lecture Notes in Computer Science, 2014, , 329-345.	1.3	0
112	Design and Evaluation of Personalized Motivational Messages by a Virtual Agent that assists in Post-Traumatic Stress Disorder Therapy (Preprint). JMIR Mental Health, 0, , .	3.3	0