

# Nabil Zary

## List of Publications by Year in descending order

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Version: 2024-02-01

100  
papers

3,162  
citations

218592

26  
h-index

189801

50  
g-index

156  
all docs

156  
docs citations

156  
times ranked

3225  
citing authors

#	ARTICLE	IF	CITATIONS
1	Virtual Reality for Health Professions Education: Systematic Review and Meta-Analysis by the Digital Health Education Collaboration. Journal of Medical Internet Research, 2019, 21, e12959.	2.1	369
2	Serious Gaming and Gamification Education in Health Professions: Systematic Review. Journal of Medical Internet Research, 2019, 21, e12994.	2.1	320
3	Virtual Patient Simulations in Health Professions Education: Systematic Review and Meta-Analysis by the Digital Health Education Collaboration. Journal of Medical Internet Research, 2019, 21, e14676.	2.1	202
4	Augmented reality in healthcare education: an integrative review. PeerJ, 2014, 2, e469.	0.9	199
5	Applications and Challenges of Implementing Artificial Intelligence in Medical Education: Integrative Review. JMIR Medical Education, 2019, 5, e13930.	1.2	190
6	Development, implementation and pilot evaluation of a Web-based Virtual Patient Case Simulation environment – Web-SP. BMC Medical Education, 2006, 6, 10.	1.0	138
7	Virtual patients - what are we talking about? A framework to classify the meanings of the term in healthcare education. BMC Medical Education, 2015, 15, 11.	1.0	122
8	Digital Education in Health Professions: The Need for Overarching Evidence Synthesis. Journal of Medical Internet Research, 2019, 21, e12913.	2.1	108
9	Evaluation by medical students of the educational value of multi-material and multi-colored three-dimensional printed models of the upper limb for anatomical education. Anatomical Sciences Education, 2018, 11, 54-64.	2.5	94
10	Towards a typology of virtual patients. Medical Teacher, 2009, 31, 743-748.	1.0	91
11	Virtual Patients in a Behavioral Medicine Massive Open Online Course (MOOC): A Qualitative and Quantitative Analysis of Participants' Perceptions. Academic Psychiatry, 2017, 41, 631-641.	0.4	77
12	The use of virtual patients to assess the clinical skills and reasoning of medical students: initial insights on student acceptance. Medical Teacher, 2009, 31, 739-742.	1.0	74
13	Rapid transition to distance learning due to COVID-19: Perceptions of postgraduate dental learners and instructors. PLoS ONE, 2021, 16, e0246584.	1.1	61
14	Serious Games in Health Professions Education: Review of Trends and Learning Efficacy. Yearbook of Medical Informatics, 2019, 28, 240-248.	0.8	47
15	Online Digital Education for Postregistration Training of Medical Doctors: Systematic Review by the Digital Health Education Collaboration. Journal of Medical Internet Research, 2019, 21, e13269.	2.1	45
16	Implementation of team-based learning on a large scale: Three factors to keep in mind*. Medical Teacher, 2018, 40, 582-588.	1.0	43
17	Virtual Patients in Primary Care: Developing a Reusable Model That Fosters Reflective Practice and Clinical Reasoning. Journal of Medical Internet Research, 2014, 16, e3.	2.1	43
18	Integrating virtual patients into courses: follow-up seminars and perceived benefit. Medical Education, 2012, 46, 417-425.	1.1	42

#	ARTICLE	IF	CITATIONS
19	Applicability of the theory of planned behavior in explaining the general practitioners eLearning use in continuing medical education. BMC Medical Education, 2016, 16, 215.	1.0	42
20	Design of Mobile Augmented Reality in Health Care Education: A Theory-Driven Framework. JMIR Medical Education, 2015, 1, e10.	1.2	42
21	Curriculum Mapping with Academic Analytics in Medical and Healthcare Education. PLoS ONE, 2015, 10, e0143748.	1.1	40
22	Web-Based Virtual Patients in Nursing Education: Development and Validation of Theory-Anchored Design and Activity Models. Journal of Medical Internet Research, 2014, 16, e105.	2.1	37
23	Medical Student and Tutor Perceptions of Video Versus Text in an Interactive Online Virtual Patient for Problem-Based Learning: A Pilot Study. Journal of Medical Internet Research, 2015, 17, e151.	2.1	35
24	Clinical instructors' perceptions of virtual reality in health professionals' cardiopulmonary resuscitation education. SAGE Open Medicine, 2018, 6, 205031211879960.	0.7	34
25	Visual analytics in healthcare education: exploring novel ways to analyze and represent big data in undergraduate medical education. PeerJ, 2014, 2, e683.	0.9	31
26	Cross-cultural use and development of virtual patients. Medical Teacher, 2009, 31, 732-738.	1.0	27
27	Quality of life and healthcare service utilization among methadone maintenance patients in a mountainous area of Northern Vietnam. Health and Quality of Life Outcomes, 2017, 15, 77.	1.0	27
28	Web-based virtual patients in dentistry: factors influencing the use of cases in the WebSP system. European Journal of Dental Education, 2009, 13, 2-9.	1.0	24
29	Setting priorities for EU healthcare workforce IT skills competence improvement. Health Informatics Journal, 2019, 25, 174-185.	1.1	23
30	Beyond xMOOCs in healthcare education: study of the feasibility in integrating virtual patient systems and MOOC platforms. PeerJ, 2014, 2, e672.	0.9	23
31	Practical use of medical terminology in curriculum mapping. Computers in Biology and Medicine, 2015, 63, 74-82.	3.9	21
32	A Framework for Different Levels of Integration of Computational Models Into Web-Based Virtual Patients. Journal of Medical Internet Research, 2014, 16, e23.	2.1	20
33	Diagnostic Markers of User Experience, Play, and Learning for Digital Serious Games: A Conceptual Framework Study. JMIR Serious Games, 2019, 7, e14620.	1.7	19
34	Introduction to Big Data in Education and Its Contribution to the Quality Improvement Processes. , 0, , .		15
35	Virtual patient simulations for health professional education. The Cochrane Library, 2016, , .	1.5	15
36	Digital Health for Supporting Precision Medicine in Pediatric Endocrine Disorders: Opportunities for Improved Patient Care. Frontiers in Pediatrics, 2021, 9, 715705.	0.9	15

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37	Alcohol and tobacco use among methadone maintenance patients in Vietnamese rural mountainside areas. <i>Addictive Behaviors Reports</i> , 2018, 7, 19-25.	1.0	14
38	Medical Studentsâ€™ Perception and Perceived Value of Peer Learning in Undergraduate Clinical Skill Development and Assessment: Mixed Methods Study. <i>JMIR Medical Education</i> , 2021, 7, e25875.	1.2	14
39	Exploring educational needs and design aspects of internet-enabled patient education for persons with diabetes: a qualitative interview study: TableÂ1. <i>BMJ Open</i> , 2016, 6, e013282.	0.8	13
40	Introducing the 4Ps Model of Transitioning to Distance Learning: A convergent mixed methods study conducted during the COVID-19 pandemic. <i>PLoS ONE</i> , 2021, 16, e0253662.	1.1	13
41	Virtual Patients in a Behavioral Medicine Massive Open Online Course (MOOC): A Case-Based Analysis of Technical Capacity and User Navigation Pathways. <i>JMIR Medical Education</i> , 2015, 1, e8.	1.2	13
42	Virtual reality environments for health professional education. <i>The Cochrane Library</i> , 2016, , .	1.5	12
43	Serious Gaming and Gamification interventions for health professional education. <i>The Cochrane Library</i> , 0, , .	1.5	12
44	Virtual Clinical Encounter Examination (VICEE): A novel approach for assessing medical studentsâ€™ non-psychomotor clinical competency. <i>Medical Teacher</i> , 2021, 43, 1203-1209.	1.0	12
45	Effect of introducing interprofessional education concepts on students of various healthcare disciplines: a pre-post study in the United Arab Emirates. <i>BMC Medical Education</i> , 2022, 22, .	1.0	12
46	Mobile learning for delivering health professional education. <i>The Cochrane Library</i> , 0, , .	1.5	11
47	Taking a Leap of Faith: A Study of Abruptly Transitioning an Undergraduate Medical Education Program to Distance-Learning Owing to the COVID-19 Pandemic. <i>JMIR Medical Education</i> , 2021, 7, e27010.	1.2	11
48	Big data in medical informatics: improving education through visual analytics. <i>Studies in Health Technology and Informatics</i> , 2014, 205, 1163-7.	0.2	11
49	Serious Gaming and Gamification interventions for health professional education. <i>The Cochrane Library</i> , 0, , .	1.5	10
50	Sexual behaviors among methadone maintenance patients in a mountainous area in northern Vietnam. <i>Substance Abuse Treatment, Prevention, and Policy</i> , 2017, 12, 39.	1.0	10
51	Assessment of Competencies By Use of Virtual Patient Technology. <i>Academic Psychiatry</i> , 2011, 35, 328-330.	0.4	9
52	Self-reported adaptability among postgraduate dental learners and their instructors: Accelerated change induced by COVID-19. <i>PLoS ONE</i> , 2022, 17, e0270420.	1.1	9
53	Patient Demonstration Videos in Predoctoral Endodontic Education: Aspects Perceived as Beneficial by Students. <i>Journal of Dental Education</i> , 2015, 79, 928-933.	0.7	8
54	A Theory-Based Study of Factors Explaining General Practitioners' Intention to Use and Participation in Electronic Continuing Medical Education. <i>Journal of Continuing Education in the Health Professions</i> , 2016, 36, 290-294.	0.4	8

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55	Online- and local area network (LAN)-based eLearning interventions for medical doctors' education. The Cochrane Library, 0, , .	1.5	8
56	MOOC Learnersâ€™™ Engagement with Two Variants of Virtual Patients: A Randomised Trial. Education Sciences, 2018, 8, 44.	1.4	8
57	Study of a COVID-19 induced transition from Face-to-Face to Online Team-Based Learning in Undergraduate Family Medicine. MedEdPublish, 2020, 9, .	0.3	8
58	A systematic approach to improve oral and maxillofacial surgery education. European Journal of Dental Education, 2011, 15, 223-230.	1.0	7
59	Offline and computer-based eLearning interventions for medical students' education. The Cochrane Library, 0, , .	1.5	7
60	Virtual reality environments for health professional education. The Cochrane Library, 0, , .	1.5	7
61	WASP--a generic web-based, interactive, patient simulation system. Studies in Health Technology and Informatics, 2003, 95, 756-61.	0.2	7
62	Virtual patients in massive open online courses--design implications and integration strategies. Studies in Health Technology and Informatics, 2014, 205, 793-7.	0.2	7
63	Offline and computer-based eLearning interventions for medical students' education. The Cochrane Library, 0, , .	1.5	6
64	Introduction to digital innovation in healthcare education and training. , 2021, , 3-15.		6
65	A Conceptual Analytics Model for an Outcome-Driven Quality Management Framework as Part of Professional Healthcare Education. JMIR Medical Education, 2015, 1, e11.	1.2	6
66	Combining physical and virtual contexts through augmented reality: design and evaluation of a prototype using a drug box as a marker for antibiotic training. PeerJ, 2014, 2, e697.	0.9	5
67	Enabling interoperability, accessibility and reusability of virtual patients across Europe - design and implementation. Studies in Health Technology and Informatics, 2009, 150, 826-30.	0.2	5
68	AUVA - Augmented Reality Empowers Visual Analytics to explore Medical Curriculum Data. Studies in Health Technology and Informatics, 2015, 210, 494-8.	0.2	5
69	Adult Vaccine Hesitancy Scale in Arabic and French: Protocol for Translation and Validation in the World Health Organization Eastern Mediterranean Region. JMIR Research Protocols, 2022, 11, e36928.	0.5	5
70	AI Medical School Tutor: Modelling and Implementation. Lecture Notes in Computer Science, 2020, , 133-145.	1.0	4
71	Using Competency-Based Digital Open Learning Activities to Facilitate and Promote Health Professions Education (OLAmE): A Proposal. JMIR Research Protocols, 2016, 5, e143.	0.5	4
72	OPTIMED Platform: Curriculum Harmonisation System for Medical and Healthcare Education. Studies in Health Technology and Informatics, 2015, 210, 511-5.	0.2	4

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73	Assessment as Learning in Medical Education: Feasibility and Perceived Impact of Student-Generated Formative Assessments. JMIR Medical Education, 2022, 8, e35820.	1.2	4
74	Online- and local area network (LAN)-based eLearning interventions for medical doctors' education. The Cochrane Library, 0, , .	1.5	3
75	Virtual patient simulations for health professional education. The Cochrane Library, 0, , .	1.5	3
76	Exploring the value of the learnersâ€™ perception of teaching effectiveness in informing faculty development needs: A mixed-methods study. MedEdPublish, 2020, 9, .	0.3	3
77	Push and pull models to manage patient consent and licensing of multimedia resources in digital repositories for case-based reasoning. Studies in Health Technology and Informatics, 2011, 169, 203-7.	0.2	3
78	New approaches to linking clinical guidelines to virtual patients. Studies in Health Technology and Informatics, 2012, 180, 958-62.	0.2	3
79	Patient Demonstration Videos in Predoctoral Endodontic Education: Aspects Perceived as Beneficial by Students. Journal of Dental Education, 2015, 79, 928-33.	0.7	3
80	Conversational Agents in Health Education: Protocol for a Scoping Review. JMIR Research Protocols, 2022, 11, e31923.	0.5	3
81	Evaluation of three educational use cases for using Virtual Patients in Massive Open Online Courses (MOOCs): a Delphi study. Bio-Algorithms and Med-Systems, 2015, 11, 113-119.	1.0	2
82	Imagining the Future of Learning in Healthcare: The GAME 2019 #FuturistForum. Journal of European CME, 2021, 10, 1984076.	0.6	2
83	KEY ASPECTS TO THE DESIGN, DEVELOPMENT, DEPLOYMENT AND EVALUATION OF A FULLY DIGITISED UNDERGRADUATE PROGRAMME. , 2019, , .		2
84	Learning Outcomes and Their Relatedness in a Medical Curriculum. , 2019, , .		2
85	Virtual patients in a real clinical context using augmented reality: impact on antibiotics prescription behaviors. Studies in Health Technology and Informatics, 2014, 205, 707-11.	0.2	2
86	Visual analytics in medical education: impacting analytical reasoning and decision making for quality improvement. Studies in Health Technology and Informatics, 2015, 210, 95-9.	0.2	2
87	Analysis of EU-USA cooperation opportunities on IT skills for healthcare workforce. Studies in Health Technology and Informatics, 2015, 210, 561-3.	0.2	2
88	Contextual Conversational Agent to Address Vaccine Hesitancy: Protocol for a Design-Based Research Study. JMIR Research Protocols, 2022, 11, e38043.	0.5	2
89	Impact of the Virtual Patient Introduction on the Clinical Reasoning Process in Dental Education. Bio-Algorithms and Med-Systems, 2012, 8, 173-184.	1.0	1
90	Offline and computer-based eLearning interventions for medical doctors' education. The Cochrane Library, 0, , .	1.5	1

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91	Aligning Learning Outcomes to Learning Resources: A Lexico-Semantic Spatial Approach. , 2019, , .		1
92	Development and validation of strategies to test for interoperability of virtual patients. Studies in Health Technology and Informatics, 2009, 150, 185-9.	0.2	1
93	A Web-Based Public Health Intervention for Addressing Vaccine Misinformation: Protocol for Analyzing Learner Engagement and Impacts on the Hesitancy to Vaccinate. JMIR Research Protocols, 2022, 11, e38034.	0.5	1
94	Use and Usability of Health related E-services among the Senior Citizens. Bio-Algorithms and Med-Systems, 2012, 8, 133.	1.0	0
95	Creating and validating e-cases as educational tools in general practitionersâ€™ continuing medical education context. Bio-Algorithms and Med-Systems, 2018, 14, .	1.0	0
96	CAMEI COOPERATION ACTION PLAN: A SYSTEMATIC DOCUMENTATION TOOL OF INTERNATIONAL COLLABORATION ON FOSTERING IT SKILLS FOR HEALTHCARE ENHANCING SHARE AND REUSE OF DIGITAL EDUCATION RESOURCES. INTED Proceedings, 2018, , .	0.0	0
97	FEASIBILITY IN USING DE-IDENTIFIED PATIENT DATA TO ENRICH ARTIFICIAL APPLICATIONS IN MEDICAL EDUCATION. EDULEARN Proceedings, 2019, , .	0.0	0
98	DEVELOPING HUMAN-LIKE ARTIFICIAL INTELLIGENCE: IDENTIFYING KEY PEDAGOGICAL PERSONALITY TRAITS. EDULEARN Proceedings, 2019, , .	0.0	0
99	Elements That Underpin the Design, Development, and Evaluation of Social Media Health Interventions: Protocol for a Scoping Review. JMIR Research Protocols, 2022, 11, e31911.	0.5	0
100	Use and Adaptation of Open Source Software for Capacity Building to Strengthen Health Research in Low- and Middle-Income Countries. Studies in Health Technology and Informatics, 2017, 235, 338-342.	0.2	0