Nabil Zary

List of Publications by Year
in descending order

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	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
2	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
3	Conversational Agents in Health Education: Protocol for a Scoping Review. JMIR Research Protocols, 2022, 11, e31923.	0.5	3
4	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
5	Assessment as Learning in Medical Education: Feasibility and Perceived Impact of Student-Generated Formative Assessments. JMIR Medical Education, 2022, 8, e35820.	1.2	4
6	Contextual Conversational Agent to Address Vaccine Hesitancy: Protocol for a Design-Based Research Study. JMIR Research Protocols, 2022, 11, e38043.	0.5	2
7	Effect of introducing interprofessional education concepts on students of various healthcare disciplines: a pre-post study in the United Arab Emirates. BMC Medical Education, 2022, 22, .	1.0	12
8	Self-reported adaptability among postgraduate dental learners and their instructors: Accelerated change induced by COVID-19. PLoS ONE, 2022, 17, e0270420.	1.1	9
9	Imagining the Future of Learning in Healthcare: The GAME 2019 #FuturistForum. Journal of European CME, 2021, 10, 1984076.	0.6	2
10	Introduction to digital innovation in healthcare education and training. , 2021, , 3-15.		6
11	Rapid transition to distance learning due to COVID-19: Perceptions of postgraduate dental learners and instructors. PLoS ONE, 2021, 16, e0246584.	1.1	61
12	Virtual Clinical Encounter Examination (VICEE): A novel approach for assessing medical students' non-psychomotor clinical competency. Medical Teacher, 2021, 43, 1203-1209.	1.0	12
13	Introducing the 4Ps Model of Transitioning to Distance Learning: A convergent mixed methods study conducted during the COVID-19 pandemic. PLoS ONE, 2021, 16, e0253662.	1.1	13
14	Digital Health for Supporting Precision Medicine in Pediatric Endocrine Disorders: Opportunities for Improved Patient Care. Frontiers in Pediatrics, 2021, 9, 715705.	0.9	15
15	Medical Students' Perception and Perceived Value of Peer Learning in Undergraduate Clinical Skill Development and Assessment: Mixed Methods Study. JMIR Medical Education, 2021, 7, e25875.	1.2	14
16	Taking a Leap of Faith: A Study of Abruptly Transitioning an Undergraduate Medical Education Program to Distance-Learning Owing to the COVID-19 Pandemic. JMIR Medical Education, 2021, 7, e27010.	1.2	11
17	AI Medical School Tutor: Modelling and Implementation. Lecture Notes in Computer Science, 2020, , 133-145.	1.0	4
18	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

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19	Exploring the value of the learners' perception of teaching effectiveness in informing faculty development needs: A mixed-methods study. MedEdPublish, 2020, 9, .	0.3	3
20	Serious Games in Health Professions Education: Review of Trends and Learning Efficacy. Yearbook of Medical Informatics, 2019, 28, 240-248.	0.8	47
21	Setting priorities for EU healthcare workforce IT skills competence improvement. Health Informatics Journal, 2019, 25, 174-185.	1.1	23
22	KEY ASPECTS TO THE DESIGN, DEVELOPMENT, DEPLOYMENT AND EVALUATION OF A FULLY DIGITISED UNDERGRADUATE PROGRAMME. , 2019, , .		2
23	Digital Education in Health Professions: The Need for Overarching Evidence Synthesis. Journal of Medical Internet Research, 2019, 21, e12913.	2.1	108
24	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
25	Serious Gaming and Gamification Education in Health Professions: Systematic Review. Journal of Medical Internet Research, 2019, 21, e12994.	2.1	320
26	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
27	Applications and Challenges of Implementing Artificial Intelligence in Medical Education: Integrative Review. JMIR Medical Education, 2019, 5, e13930.	1.2	190
28	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
29	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
30	Learning Outcomes and Their Relatedness in a Medical Curriculum. , 2019, , .		2
31	FEASIBILITY IN USING DE-IDENTIFIED PATIENT DATA TO ENRICH ARTIFICIAL APPLICATIONS IN MEDICAL EDUCATION. EDULEARN Proceedings, 2019, , .	0.0	0
32	DEVELOPING HUMAN-LIKE ARTIFICIAL INTELLIGENCE: IDENTIFYING KEY PEDAGOGICAL PERSONALITY TRAITS. EDULEARN Proceedings, 2019, , .	0.0	0
33	Aligning Learning Outcomes to Learning Resources: A Lexico-Semantic Spatial Approach. , 2019, , .		1
34	Creating and validating e-cases as educational tools in general practitioners' continuing medical education context. Bio-Algorithms and Med-Systems, 2018, 14, .	1.0	0
35	Implementation of team-based learning on a large scale: Three factors to keep in mind*. Medical Teacher, 2018, 40, 582-588.	1.0	43
36	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

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37	Alcohol and tobacco use among methadone maintenance patients in Vietnamese rural mountainside areas. Addictive Behaviors Reports, 2018, 7, 19-25.	1.0	14
38	Clinical instructors' perceptions of virtual reality in health professionals' cardiopulmonary resuscitation education. SAGE Open Medicine, 2018, 6, 205031211879960.	0.7	34
39	MOOC Learners' Engagement with Two Variants of Virtual Patients: A Randomised Trial. Education Sciences, 2018, 8, 44.	1.4	8
40	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
41	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
42	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
43	Sexual behaviors among methadone maintenance patients in a mountainous area in northern Vietnam. Substance Abuse Treatment, Prevention, and Policy, 2017, 12, 39.	1.0	10
44	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
45	Virtual patient simulations for health professional education. The Cochrane Library, 2016, , .	1.5	15
46	Virtual reality environments for health professional education. The Cochrane Library, 2016, , .	1.5	12
47	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
48	Exploring educational needs and design aspects of internet-enabled patient education for persons with diabetes: a qualitative interview study: TableÂ1. BMJ Open, 2016, 6, e013282.	0.8	13
49	A Theory-Based Study of Factors Explaining General Practitioners' Intention to Use and Participation in Electronic Continuing Medical Education. Journal of Continuing Education in the Health Professions, 2016, 36, 290-294.	0.4	8
50	Using Competency-Based Digital Open Learning Activities to Facilitate and Promote Health Professions Education (OLAmeD): A Proposal. JMIR Research Protocols, 2016, 5, e143.	0.5	4
51	Patient Demonstration Videos in Predoctoral Endodontic Education: Aspects Perceived as Beneficial by Students. Journal of Dental Education, 2015, 79, 928-933.	0.7	8
52	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
53	Practical use of medical terminology in curriculum mapping. Computers in Biology and Medicine, 2015, 63, 74-82.	3.9	21
54	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

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55	Curriculum Mapping with Academic Analytics in Medical and Healthcare Education. PLoS ONE, 2015, 10, e0143748.	1.1	40
56	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
57	Virtual Patients in a Behavioral Medicine Massive Open Online Course (MOOC): A Case-Based Analysis of Technical Capacity and User Navigation Pathways. JMIR Medical Education, 2015, 1, e8.	1.2	13
58	Design of Mobile Augmented Reality in Health Care Education: A Theory-Driven Framework. JMIR Medical Education, 2015, 1, e10.	1.2	42
59	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
60	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
61	AUVA - Augmented Reality Empowers Visual Analytics to explore Medical Curriculum Data. Studies in Health Technology and Informatics, 2015, 210, 494-8.	0.2	5
62	OPTIMED Platform: Curriculum Harmonisation System for Medical and Healthcare Education. Studies in Health Technology and Informatics, 2015, 210, 511-5.	0.2	4
63	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
64	Patient Demonstration Videos in Predoctoral Endodontic Education: Aspects Perceived as Beneficial by Students. Journal of Dental Education, 2015, 79, 928-33.	0.7	3
65	Augmented reality in healthcare education: an integrative review. PeerJ, 2014, 2, e469.	0.9	199
66	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
67	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
68	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
69	Beyond xMOOCs in healthcare education: study of the feasibility in integrating virtual patient systems and MOOC platforms. PeerJ, 2014, 2, e672.	0.9	23
70	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
71	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
72	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

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73	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
74	Big data in medical informatics: improving education through visual analytics. Studies in Health Technology and Informatics, 2014, 205, 1163-7.	0.2	11
75	Use and Usability of Health related E-services among the Senior Citizens. Bio-Algorithms and Med-Systems, 2012, 8, 133.	1.0	0
76	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
77	Integrating virtual patients into courses: followâ€up seminars and perceived benefit. Medical Education, 2012, 46, 417-425.	1.1	42
78	New approaches to linking clinical guidelines to virtual patients. Studies in Health Technology and Informatics, 2012, 180, 958-62.	0.2	3
79	Assessment of Competencies By Use of Virtual Patient Technology. Academic Psychiatry, 2011, 35, 328-330.	0.4	9
80	A systematic approach to improve oral and maxillofacial surgery education. European Journal of Dental Education, 2011, 15, 223-230.	1.0	7
81	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
82	Webâ€based virtual patients in dentistry: factors influencing the use of cases in the Webâ€SP system. European Journal of Dental Education, 2009, 13, 2-9.	1.0	24
83	Towards a typology of virtual patients. Medical Teacher, 2009, 31, 743-748.	1.0	91
84	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
85	Cross-cultural use and development of virtual patients. Medical Teacher, 2009, 31, 732-738.	1.0	27
86	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
87	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
88	Development, implementation and pilot evaluation of a Web-based Virtual Patient Case Simulation environment â€" Web-SP. BMC Medical Education, 2006, 6, 10.	1.0	138
89	WASP--a generic web-based, interactive, patient simulation system. Studies in Health Technology and Informatics, 2003, 95, 756-61.	0.2	7
90	Mobile learning for delivering health professional education. The Cochrane Library, 0, , .	1.5	11

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91	Introduction to Big Data in Education and Its Contribution to the Quality Improvement Processes. , 0, , .		15
92	Offline and computer-based eLearning interventions for medical students' education. The Cochrane Library, 0, , .	1.5	6
93	Offline and computer-based eLearning interventions for medical doctors' education. The Cochrane Library, 0, , .	1.5	1
94	Serious Gaming and Gamification interventions for health professional education. The Cochrane Library, 0, , .	1.5	10
95	Online- and local area network (LAN)-based eLearning interventions for medical doctors' education. The Cochrane Library, 0, , .	1.5	8
96	Online- and local area network (LAN)-based eLearning interventions for medical doctors' education. The Cochrane Library, 0, , .	1.5	3
97	Offline and computer-based eLearning interventions for medical students' education. The Cochrane Library, 0, , .	1.5	7
98	Serious Gaming and Gamification interventions for health professional education. The Cochrane Library, 0, , .	1.5	12
99	Virtual patient simulations for health professional education. The Cochrane Library, 0, , .	1.5	3
100	Virtual reality environments for health professional education. The Cochrane Library, 0, , .	1.5	7