

SinÃ©ad Lambe

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2176146/publications.pdf>

Version: 2024-02-01

19
papers

1,493
citations

933264

10
h-index

794469

19
g-index

22
all docs

22
docs citations

22
times ranked

2083
citing authors

#	ARTICLE	IF	CITATIONS
1	COVID-19 vaccine hesitancy in the UK: the Oxford coronavirus explanations, attitudes, and narratives survey (Oceans II). <i>Psychological Medicine</i> , 2022, 52, 3127-3141.	2.7	524
2	Coronavirus conspiracy beliefs, mistrust, and compliance with government guidelines in England. <i>Psychological Medicine</i> , 2022, 52, 251-263.	2.7	407
3	Effects of different types of written vaccination information on COVID-19 vaccine hesitancy in the UK (OCEANS-III): a single-blind, parallel-group, randomised controlled trial. <i>Lancet Public Health</i> , The, 2021, 6, e416-e427.	4.7	184
4	Injection fears and COVID-19 vaccine hesitancy. <i>Psychological Medicine</i> , 2023, 53, 1185-1195.	2.7	94
5	Online Social Endorsement and Covid-19 Vaccine Hesitancy in the United Kingdom. <i>Social Media and Society</i> , 2021, 7, 205630512110088.	1.5	64
6	Automated virtual reality therapy to treat agoraphobic avoidance and distress in patients with psychosis (gameChange): a multicentre, parallel-group, single-blind, randomised, controlled trial in England with mediation and moderation analyses. <i>Lancet Psychiatry</i> , the, 2022, 9, 375-388.	3.7	44
7	Automated virtual reality (VR) cognitive therapy for patients with psychosis: study protocol for a single-blind parallel group randomised controlled trial (gameChange). <i>BMJ Open</i> , 2019, 9, e031606.	0.8	36
8	COVID-19 vaccines, hesitancy and mental health. <i>Evidence-Based Mental Health</i> , 2021, 24, 47-48.	2.2	29
9	Developing an automated VR cognitive treatment for psychosis: gameChange VR therapy. <i>Journal of Behavioral and Cognitive Therapy</i> , 2020, 30, 33-40.	0.7	25
10	Participatory design to create a VR therapy for psychosis. <i>Design for Health</i> , 2021, 5, 98-119.	0.4	14
11	The Oxford Agoraphobic Avoidance Scale. <i>Psychological Medicine</i> , 2023, 53, 1233-1243.	2.7	12
12	Automated Virtual Reality Cognitive Therapy (gameChange) in Inpatient Psychiatric Wards: Qualitative Study of Staff and Patient Views Using an Implementation Framework. <i>JMIR Formative Research</i> , 2022, 6, e34225.	0.7	11
13	Catastrophic cognitions about coronavirus: the Oxford psychological investigation of coronavirus questionnaire [TOPIC-Q]. <i>Psychological Medicine</i> , 2021, , 1-10.	2.7	10
14	Virtual Reality Cognitive Therapy in Inpatient Psychiatric Wards: Protocol for a Qualitative Investigation of Staff and Patient Views Across Multiple National Health Service Sites. <i>JMIR Research Protocols</i> , 2020, 9, e20300.	0.5	10
15	It seems impossible that itâ€™s been made so quickly a qualitative investigation of concerns about the speed of COVID-19 vaccine development and how these may be overcome. <i>Human Vaccines and Immunotherapeutics</i> , 2022, 18, 1-8.	1.4	8
16	Virtual reality (VR) therapy for patients with psychosis: satisfaction and side effects. <i>Psychological Medicine</i> , 2023, 53, 4373-4384.	2.7	7
17	Improving Attitudes Towards Personality Disorder: Is Training for Health and Social Care Professionals Effective?. <i>Journal of Personality Disorders</i> , 2021, 35, 409-S4.	0.8	5
18	Understanding agoraphobic avoidance: the development of the Oxford Cognitions and Defences Questionnaire (O-CDQ). <i>Behavioural and Cognitive Psychotherapy</i> , 2022, 50, 257-268.	0.9	5

#	ARTICLE	IF	CITATIONS
19	Automated Virtual Reality Cognitive Therapy for People With Psychosis: Protocol for a Qualitative Investigation Using Peer Research Methods. JMIR Research Protocols, 2021, 10, e31742.	0.5	4