

# Gijs Terlouw

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2296807/publications.pdf>

Version: 2024-02-01

9  
papers

143  
citations

1478505

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h-index

1588992

8  
g-index

13  
all docs

13  
docs citations

13  
times ranked

103  
citing authors

#	ARTICLE	IF	CITATIONS
1	Boundary Objects as Dialogical Learning Accelerators for Social Change in Design for Health: Systematic Review. JMIR Human Factors, 2022, 9, e31167.	2.0	7
2	Harnessing virtual reality simulation in training healthcare workers in handling patients with suspected COVID-19 infections: results of training and lessons learned about design. Design for Health, 2022, 6, 44-68.	0.8	2
3	The Development of an Escape Roomâ€“Based Serious Game to Trigger Social Interaction and Communication Between High-Functioning Children With Autism and Their Peers: Iterative Design Approach. JMIR Serious Games, 2021, 9, e19765.	3.1	22
4	Context analysis, needs assessment and persona development: towards a digital game-like intervention for high functioning children with ASD to train social skills. Early Child Development and Care, 2020, 190, 2050-2065.	1.3	11
5	Reframing Loneliness through the design of a virtual reality reminiscence artefact for older adults. Design for Health, 2020, 4, 407-426.	0.8	11
6	Design of a Digital Comic Creator (Itâ€™s Me) to Facilitate Social Skills Training for Children With Autism Spectrum Disorder: Design Research Approach. JMIR Mental Health, 2020, 7, e17260.	3.3	15
7	Maximizing Authentic Learning and Real-World Problem-solving in Health Curricula Through Psychological Fidelity in a Game-Like Intervention: Development, Feasibility, and Pilot Studies. Medical Science Educator, 2019, 29, 205-214.	1.5	8
8	The Role of Transfer in Designing Games and Simulations for Health: Systematic Review. JMIR Serious Games, 2017, 5, e23.	3.1	43
9	iLift: A health behavior change support system for lifting and transfer techniques to prevent lower-back injuries in healthcare. International Journal of Medical Informatics, 2016, 96, 11-23.	3.3	24