

C Natalie Van Der Wal

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2399592/publications.pdf>

Version: 2024-02-01

40
papers

1,003
citations

840585

11
h-index

477173

29
g-index

41
all docs

41
docs citations

41
times ranked

1328
citing authors

#	ARTICLE	IF	CITATIONS
1	Apps to promote physical activity among adults: a review and content analysis. <i>International Journal of Behavioral Nutrition and Physical Activity</i> , 2014, 11, 97.	2.0	433
2	Modelling collective decision making in groups and crowds: Integrating social contagion and interacting emotions, beliefs and intentions. <i>Autonomous Agents and Multi-Agent Systems</i> , 2013, 27, 52-84.	1.3	103
3	Agent-Based Modeling of Emotion Contagion in Groups. <i>Cognitive Computation</i> , 2015, 7, 111-136.	3.6	98
4	Laughter-inducing therapies: Systematic review and meta-analysis. <i>Social Science and Medicine</i> , 2019, 232, 473-488.	1.8	49
5	A Multi-agent Model for Emotion Contagion Spirals Integrated within a Supporting Ambient Agent Model. <i>Lecture Notes in Computer Science</i> , 2009, , 48-67.	1.0	45
6	A Multi-Agent Model For Mutual Absorption Of Emotions. , 2009, , .		45
7	Evacuation behaviors and emergency communications: An analysis of real-world incident videos. <i>Safety Science</i> , 2021, 136, 105121.	2.6	23
8	Modelling the Interplay of Emotions, Beliefs and Intentions within Collective Decision Making Based on Insights from Social Neuroscience. <i>Lecture Notes in Computer Science</i> , 2010, , 196-206.	1.0	23
9	Detecting changing emotions in human speech by machine and humans. <i>Applied Intelligence</i> , 2013, 39, 675-691.	3.3	18
10	Negative mood and mind wandering increase long-range temporal correlations in attention fluctuations. <i>PLoS ONE</i> , 2018, 13, e0196907.	1.1	16
11	Simulating Crowd Evacuation with Socio-Cultural, Cognitive, and Emotional Elements. <i>Lecture Notes in Computer Science</i> , 2017, , 139-177.	1.0	16
12	An Agent-Based Model for the Interplay of Information and Emotion in Social Diffusion. , 2010, , .		14
13	Agent-Based Analysis of Patterns in Crowd Behaviour Involving Contagion of Mental States. <i>Lecture Notes in Computer Science</i> , 2011, , 566-577.	1.0	13
14	Agent-Based Modelling of the Emergence of Collective States Based on Contagion of Individual States in Groups. <i>Lecture Notes in Computer Science</i> , 2011, , 152-179.	1.0	11
15	Modelling the Emergence of Group Decisions Based on Mirroring and Somatic Marking. <i>Lecture Notes in Computer Science</i> , 2010, , 29-41.	1.0	11
16	An ambient agent model for group emotion support. , 2009, , .		10
17	Ergonomists as designers: computational modelling and simulation of complex socio-technical systems. <i>Ergonomics</i> , 2020, 63, 938-951.	1.1	9
18	Agent-Based Modelling of Social Emotional Decision Making in Emergency Situations. <i>Understanding Complex Systems</i> , 2013, , 79-117.	0.3	6

#	ARTICLE	IF	CITATIONS
19	Environomic-Based Social Demand Response in Cyber-Physical-Social Power Systems. IEEE Transactions on Circuits and Systems II: Express Briefs, 2022, 69, 1302-1306.	2.2	6
20	Computational model-based design of leadership support based on situational leadership theory. Simulation, 2017, 93, 605-617.	1.1	5
21	Examining Evacuee Response to Emergency Communications with Agent-Based Simulations. Sustainability, 2021, 13, 4623.	1.6	5
22	Myndplay: Measuring Attention Regulation with Single Dry Electrode Brain Computer Interface. Lecture Notes in Computer Science, 2015, , 192-201.	1.0	5
23	Simulating Collective Evacuations with Social Elements. Lecture Notes in Computer Science, 2017, , 160-171.	1.0	5
24	An Agent-Based Evacuation Model with Social Contagion Mechanisms and Cultural Factors. Lecture Notes in Computer Science, 2017, , 620-627.	1.0	4
25	Multi-Dimensional Output-Oriented Power System Resilience based on Degraded Functionality. , 2021, , .		4
26	Detecting Changing Emotions in Natural Speech. Lecture Notes in Computer Science, 2012, , 491-500.	1.0	3
27	Inducing Fear: Cardboard Virtual Reality and 2D Video. Lecture Notes in Computer Science, 2017, , 711-720.	1.0	3
28	An Adaptive Simulation Tool for Evacuation Scenarios. Lecture Notes in Computer Science, 2017, , 766-777.	1.0	2
29	An Agent-Based Model for Integrated Contagion and Regulation of Negative Mood. Lecture Notes in Computer Science, 2011, , 83-96.	1.0	2
30	Crisis Management Evaluation: Formalisation & Analysis Of Communication During Fire Incident In Amsterdam Airport Train Tunnel. , 2012, , .		2
31	Cognitive Modelling of Emotion Contagion in a Crowd of Soccer Supporter Agents. Lecture Notes in Computer Science, 2016, , 40-52.	1.0	2
32	Studying the Impact of Trained Staff on Evacuation Scenarios by Agent-Based Simulation. Lecture Notes in Computer Science, 2018, , 85-96.	1.0	2
33	An Agent Model for Personal Development Support. , 2009, , .		1
34	Getting Frustrated: Modelling Emotional Contagion in Stranded Passengers. Lecture Notes in Computer Science, 2017, , 611-619.	1.0	1
35	Modelling Caregiving Interactions during Stress. Lecture Notes in Computer Science, 2010, , 263-273.	1.0	1
36	Analysis of Beliefs of Survivors of the 7/7 London Bombings: Application of a Formal Model for Contagion of Mental States. Lecture Notes in Computer Science, 2011, , 423-434.	1.0	1

#	ARTICLE	IF	CITATIONS
37	Modelling of Emotional Contagion in Soccer Fans. Lecture Notes in Computer Science, 2018, , 25-53.	1.0	1
38	An Agent-Based Model Predicting Group Emotion and Misbehaviours in Stranded Passengers. Lecture Notes in Computer Science, 2017, , 28-40.	1.0	0
39	An Ambient Agent Model for Support of Informal Caregivers during Stress. Lecture Notes in Computer Science, 2012, , 501-513.	1.0	0
40	Measuring Emotion Regulation with Single Dry Electrode Brain Computer Interface. Lecture Notes in Computer Science, 2015, , 181-191.	1.0	0