

Anna Felnhofer

List of Publications by Year in descending order

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Version: 2024-02-01

51
papers

1,319
citations

430843

18
h-index

377849

34
g-index

64
all docs

64
docs citations

64
times ranked

1298
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 1 | Exposure to virtual nature: the impact of different immersion levels on skin conductance level, heart rate, and perceived relaxation. <i>Virtual Reality</i> , 2022, 26, 925-938. | 6.1 | 24 |
| 2 | Virtual Reality Biofeedback in Health: A Scoping Review. <i>Applied Psychophysiology Biofeedback</i> , 2022, 47, 1-15. | 1.7 | 23 |
| 3 | Virtual reality biofeedback interventions for treating anxiety. <i>Wiener Klinische Wochenschrift</i> , 2022, 134, 49-59. | 1.9 | 15 |
| 4 | Lack of research on efficacy of virtual reality exposure therapy (VRET) for anxiety disorders in children and adolescents. <i>Neuropsychiatrie</i> , 2021, 35, 68-75. | 2.5 | 30 |
| 5 | Cannabidiol treatment in an adolescent with multiple substance abuse, social anxiety and depression. <i>Neuropsychiatrie</i> , 2021, 35, 31-34. | 2.5 | 26 |
| 6 | Virtual and real-life ostracism and its impact on a subsequent acute stressor. <i>Physiology and Behavior</i> , 2021, 228, 113205. | 2.1 | 15 |
| 7 | The impact of problematic smartphone use on children's and adolescents' quality of life: A systematic review. <i>Acta Paediatrica, International Journal of Paediatrics</i> , 2021, 110, 1417-1424. | 1.5 | 22 |
| 8 | Knowledge about and attitudes towards medical cannabis among Austrian university students. <i>Complementary Therapies in Medicine</i> , 2021, 58, 102700. | 2.7 | 7 |
| 9 | <i>Letter to the Editor:</i> Cannabidiol Treatment "Is There an Effect on Cognitive Functioning, Quality of Life, and Behavior? A Case Report. <i>Journal of Child and Adolescent Psychopharmacology</i> , 2021, 31, 447-449. | 1.3 | 3 |
| 10 | Habituation of salivary cortisol and cardiovascular reactivity to a repeated real-life and virtual reality Trier Social Stress Test. <i>Physiology and Behavior</i> , 2021, 242, 113618. | 2.1 | 13 |
| 11 | Facilitators and Strategies for Breaking the News of an Intrauterine Death "A Mixed Methods Study among Obstetricians. <i>Journal of Clinical Medicine</i> , 2021, 10, 5347. | 2.4 | 4 |
| 12 | Personality traits and stress coping among obstetricians diagnosing and communicating fetal death "A cross-sectional study. <i>International Journal of Gynecology and Obstetrics</i> , 2021, , . | 2.3 | 1 |
| 13 | Salivary cortisol responses to acute stress vary between allergic and healthy individuals: the role of plasma oxytocin, emotion regulation strategies, reported stress and anxiety. <i>Stress</i> , 2020, 23, 275-283. | 1.8 | 12 |
| 14 | A Case Report of Cannabidiol Treatment of a Crohn's Disease Patient With Anxiety Disorder. <i>Journal of Clinical Psychopharmacology</i> , 2020, 40, 90-92. | 1.4 | 10 |
| 15 | Does virtual reality help to cut the Gordian knot between ecological validity and experimental control?. <i>Annals of the International Communication Association</i> , 2020, 44, 210-218. | 4.6 | 26 |
| 16 | Mothers' and Fathers' Perspectives on the Causes of Their Child's Disorder. <i>Journal of Pediatric Psychology</i> , 2020, 45, 803-811. | 2.1 | 8 |
| 17 | T104. PSYCHOTIC-LIKE EXPERIENCES AND PROBLEMATIC GAMING BEHAVIOR IN ONLINE GAME FORUMS. <i>Schizophrenia Bulletin</i> , 2020, 46, S270-S270. | 4.3 | 2 |
| 18 | The anonymously adopted child: Impact of age and parental psychopathology on adoptees' mental health. <i>Children and Youth Services Review</i> , 2020, 119, 105672. | 1.9 | 4 |

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 19 | Virtual Trauma Interventions for the Treatment of Post-traumatic Stress Disorders: A Scoping Review. <i>Frontiers in Psychology</i> , 2020, 11, 562506. | 2.1 | 16 |
| 20 | Efficacy of Self-Management Smartphone-Based Apps for Post-traumatic Stress Disorder Symptoms: A Systematic Review and Meta-Analysis. <i>Frontiers in Neuroscience</i> , 2020, 14, 3. | 2.8 | 27 |
| 21 | Evaluating Usability Aspects of a Mixed Reality Solution for Immersive Analytics in Industry 4.0 Scenarios. <i>Journal of Visualized Experiments</i> , 2020, , . | 0.3 | 1 |
| 22 | Evaluating Parents' and Children's Assessments of Competence, Health Related Quality of Life and Illness Perception. <i>Journal of Child and Family Studies</i> , 2019, 28, 2690-2699. | 1.3 | 4 |
| 23 | The mere presence of an attentive and emotionally responsive virtual character influences focus of attention and perceived stress. <i>International Journal of Human Computer Studies</i> , 2019, 132, 45-51. | 5.6 | 16 |
| 24 | Psychopathology and Quality of Life in Traumatized or Victimized Underage Individuals as Factors for Forensic Multilevel Assessment—A Pilot Investigation. <i>Frontiers in Psychiatry</i> , 2019, 10, 684. | 2.6 | 0 |
| 25 | Risk factors for problematic smartphone use in children and adolescents: a review of existing literature. <i>Neuropsychiatrie</i> , 2019, 33, 179-190. | 2.5 | 125 |
| 26 | Virtual reality exposure therapy for posttraumatic stress disorder (PTSD): a meta-analysis. <i>HÅrge Utbildning</i> , 2019, 10, 1654782. | 3.0 | 121 |
| 27 | Applicability of Immersive Analytics in Mixed Reality: Usability Study. <i>IEEE Access</i> , 2019, 7, 71921-71932. | 4.2 | 19 |
| 28 | Physical Presence, Social Presence, and Anxiety in Participants with Social Anxiety Disorder During Virtual Cue Exposure. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019, 22, 46-50. | 3.9 | 41 |
| 29 | Virtual social support buffers stress response: An experimental comparison of real-life and virtual support prior to a social stressor. <i>Journal of Behavior Therapy and Experimental Psychiatry</i> , 2019, 63, 57-65. | 1.2 | 40 |
| 30 | Cerebellar pilocytic astrocytoma in childhood: Investigating the long-term impact of surgery on cognitive performance and functional outcome. <i>Developmental Neurorehabilitation</i> , 2018, 21, 1-8. | 1.1 | 20 |
| 31 | Meeting others virtually in a day-to-day setting: Investigating social avoidance and prosocial behavior towards avatars and agents. <i>Computers in Human Behavior</i> , 2018, 80, 399-406. | 8.5 | 34 |
| 32 | The virtual schoolyard. , 2018, , . | | 1 |
| 33 | Agency and Gender Influence Older Adults' Presence-Related Experiences in an Interactive Virtual Environment. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2018, 21, 318-324. | 3.9 | 14 |
| 34 | Elevated oxytocin and noradrenaline indicate higher stress levels in allergic rhinitis patients: Implications for the skin prick diagnosis in a pilot study. <i>PLoS ONE</i> , 2018, 13, e0196879. | 2.5 | 8 |
| 35 | Real-life prosocial behavior decreases after being socially excluded by avatars, not agents. <i>Computers in Human Behavior</i> , 2017, 70, 261-269. | 8.5 | 55 |
| 36 | Applying the International Classification of Functioning—Children and Youth Version to Pediatric Neuro-oncology. <i>Journal of Child Neurology</i> , 2017, 32, 23-28. | 1.4 | 8 |

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 37 | Central Europe. , 2017, , 87-106. | | 0 |
| 38 | Salivary cortisol and cardiovascular reactivity to a public speaking task in a virtual and real-life environment. Computers in Human Behavior, 2016, 62, 124-135. | 8.5 | 82 |
| 39 | Two Experimental Virtual Paradigms for Stress Research: Developing Avatar-Based Approaches for Interpersonal and Evaluative Stressors. Lecture Notes in Computer Science, 2016, , 51-62. | 1.3 | 5 |
| 40 | How to Prevent Depression? Current Directions and Future Challenges in Children with Chronic Medical Conditions. Psychiatria Danubina, 2016, 28, 441-451. | 0.4 | 2 |
| 41 | Is virtual reality emotionally arousing? Investigating five emotion inducing virtual park scenarios. International Journal of Human Computer Studies, 2015, 82, 48-56. | 5.6 | 247 |
| 42 | Afraid to Be There? Evaluating the Relation Between Presence, Self-Reported Anxiety, and Heart Rate in a Virtual Public Speaking Task. Cyberpsychology, Behavior, and Social Networking, 2014, 17, 310-316. | 3.9 | 51 |
| 43 | Physical and social presence in collaborative virtual environments: Exploring age and gender differences with respect to empathy. Computers in Human Behavior, 2014, 31, 272-279. | 8.5 | 71 |
| 44 | 10 Does Gender Matter? Exploring Experiences of Physical and Social Presence in Men and Women. , 2014, , 152-163. | | 0 |
| 45 | Why Does It Always Rain on Me? Influence of Gender and Environmental Factors on Usability, Technology Related Anxiety and Immersion in Virtual Environments. Lecture Notes in Computer Science, 2013, , 392-402. | 1.3 | 9 |
| 46 | Debunking Differences between Younger and Older Adults Using a Collaborative Virtual Environment. Lecture Notes in Computer Science, 2013, , 36-47. | 1.3 | 3 |
| 47 | A Virtual Training Tool for Giving Talks. Lecture Notes in Computer Science, 2012, , 53-66. | 1.3 | 10 |
| 48 | Games for Health: Have Fun with Virtual Reality!. , 2012, , . | | 0 |
| 49 | Geropsychology: The Gender Gap in Human Aging â€“ A Mini-Review. Gerontology, 2011, 57, 539-548. | 2.8 | 26 |
| 50 | Anonymous birth: Biographical knowledge and dyadic coping in adoptive mothers and fathers. Current Psychology, 0, , 1. | 2.8 | 2 |
| 51 | Character identification is predicted by narrative transportation, immersive tendencies, and interactivity. Current Psychology, 0, , 1. | 2.8 | 1 |