

Joseph K Kearney

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2606903/publications.pdf>

Version: 2024-02-01

11
papers

255
citations

1684188

5
h-index

1474206

9
g-index

11
all docs

11
docs citations

11
times ranked

233
citing authors

#	ARTICLE	IF	CITATIONS
1	A comparison of daytime and nighttime pedestrian road-crossing behavior using an immersive virtual environment. <i>Traffic Injury Prevention</i> , 2022, 23, 97-101.	1.4	2
2	How do pedestrians respond to adaptive headlamp systems in vehicles? A road-crossing study in an immersive virtual environment. <i>Accident Analysis and Prevention</i> , 2021, 160, 106298.	5.7	6
3	Evaluating the safety benefits of adaptive headlamps for reducing vehicle crashes with pedestrians at night. <i>Traffic Injury Prevention</i> , 2020, 21, S183-S184.	1.4	0
4	Changes in perceptionâ€“action tuning over long time scales: How children and adults perceive and act on dynamic affordances when crossing roads.. <i>Journal of Experimental Psychology: Human Perception and Performance</i> , 2018, 44, 18-26.	0.9	43
5	Timing Is Almost Everything. <i>Advances in Child Development and Behavior</i> , 2018, 55, 173-204.	1.3	9
6	Using a virtual environment to study the impact of sending traffic alerts to texting pedestrians. , 2016, , .		20
7	How children and adults learn to intercept moving gaps. <i>Journal of Experimental Child Psychology</i> , 2014, 122, 134-152.	1.4	26
8	A Virtual Peer for Investigating Social Influences on Children's Bicycling. <i>Virtual Reality Conference (VR)</i> , Proceedings, IEEE, 2009, , .	0.0	6
9	On Animating Whip-type Motions. <i>Computer Animation and Virtual Worlds</i> , 1996, 7, 229-249.	0.9	7
10	Programming mechanical simulations. <i>Computer Animation and Virtual Worlds</i> , 1993, 4, 113-129.	0.9	3
11	Inhibiting the Lombard effect. <i>Journal of the Acoustical Society of America</i> , 1989, 85, 894-900.	1.1	133