Danae Stanton Fraser

List of Publications by Year
in descending order

48	1,814	471061 17	454577 30
papers	citations	h-index	g-index

48	48	48	1373
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Savannah: mobile gaming and learning?. Journal of Computer Assisted Learning, 2004, 20, 399-409.	3.3	301
2	Using â€˜tangiblesâ€™ to promote novel forms of playful learning. Interacting With Computers, 2003, 15, 169-185.	1.0	227
3	Ubi-learning integrates indoor and outdoor experiences. Communications of the ACM, 2005, 48, 55-59.	3.3	200
4	Virtual reality, disability and rehabilitation. Disability and Rehabilitation, 1997, 19, 213-220.	0.9	167
5	Turn it this way. , 2007, , .		90
6	MobGeoSen: facilitating personal geosensor data collection and visualization using mobile phones. Personal and Ubiquitous Computing, 2008, 12, 599-607.	1.9	77
7	Active Versus Passive Processing of Spatial Information in a Computer-Simulated Environment. Ecological Psychology, 1997, 9, 207-222.	0.7	65
8	Memory for targets in a multilevel simulated environment: Evidence for vertical asymmetry in spatial memory. Memory and Cognition, 2004, 32, 283-297.	0.9	57
9	Virtual Reality in Neurorehabilitation: An Umbrella Review of Meta-Analyses. Journal of Clinical Medicine, 2021, 10, 1478.	1.0	45
10	Spatial knowledge of a real school environment acquired from virtual or physical models by able-bodied children and children with physical disabilities.. Journal of Experimental Psychology: Applied, 2003, 9, 67-74.	0.9	41
11	Comparing physical, automatic and manual map rotation for pedestrian navigation. , 2007, , .		40
12	Shaking Hands and Cooperation in Tele-present Human-Robot Negotiation. , 2015, , .		40
13	Different strokes for different folks? Revealing the physical characteristics of smartphone users from their swipe gestures. International Journal of Human Computer Studies, 2016, 88, 51-61.	3.7	40
14	Limitless or pointless? An evaluation of augmented reality technology in the school and home. International Journal of Technology Enhanced Learning, 2011, 3, 510.	0.4	37
15	Effects of early mobility on shortcut performance in a simulated maze. Behavioural Brain Research, 2002, 136, 61-66.	1.2	34
16	The effects of multiple mice on children's talk and interaction. Journal of Computer Assisted Learning, 2003, 19, 229-238.	3.3	33
17	Behind the Curtain of the "Ultimate Empathy Machine". , 2019, , .		32
18	Attentional bias in Internet users with problematic use of social networking sites. Journal of Behavioral Addictions, 2019, 8, 733-742.	1.9	31

#	Article	IF	Citations
19	VR and spatial awareness in disabled children. Communications of the ACM, 1997, 40, 76-77.	3.3	22
20	Physiological markers of biased decision-making in problematic Internet users. Journal of Behavioral Addictions, 2016, 5, 510-517.	1.9	22
21	Who am I? Representing the self offline and in different online contexts. Computers in Human Behavior, 2014, 41, 146-152.	5.1	20
22	Building an internet of school things ecosystem. , 2014, , .		19
23	The effectiveness of a virtual reality attention task to predict depression and anxiety in comparison with current clinical measures. Virtual Reality, 2023, 27, 119-140.	4.1	18
24	Exploring physical and digital identity with a teenage cohort. , 2014, , .		14
25	Understanding mass participatory pervasive computing systems for environmental campaigns. Personal and Ubiquitous Computing, 2014, 18, 1775-1792.	1.9	13
26	Efficacy and Moderators of Virtual Reality for Cognitive Training in People with Dementia and Mild Cognitive Impairment: A Systematic Review and Meta-Analysis. Journal of Alzheimer's Disease, 2022, 88, 1341-1370.	1.2	12
27	Slums of hope: Sanitising silences within township tour reviews. Geoforum, 2020, 110, 87-96.	1.4	11
28	Dual displays. Ergonomics, 2000, 43, 764-770.	1.1	10
29	Augmenting spatial skills with mobile devices. , 2012, , .		10
30	Use of a non-human robot audience to induce stress reactivity in human participants. Computers in Human Behavior, 2019, 99, 76-85.	5.1	10
31	Exploring the Usability of Nesplora Aquarium, a Virtual Reality System for Neuropsychological Assessment of Attention and Executive Functioning. , 2019, , .		9
32	Mixed reality environments in stroke rehabilitation: Development as rehabilitation tools. International Journal on Disability and Human Development, 2007, 6, .	0.2	8
33	â€˜You wouldnâ€™t get that from watching TV!â€™: Exploring audience responses to virtual reality non-fiction in the home. Convergence, 2021, 27, 805-829.	1.6	8
34	A rejoinder. Disability and Rehabilitation, 1998, 20, 113-115.	0.9	7
35	Guest editorial:Children and new technology. Journal of Computer Assisted Learning, 2003, 19, 145-148.	3.3	7
36	The role of a cohort in the design and evaluation of pervasive systems. , 2008, , .		7

#	Article	IF	Citations
37	Hunger Bias or Gut Instinct? Responses to Judgments of Harm Depending on Visceral State Versus Intuitive Decision-Making. Frontiers in Psychology, 2020, 11, 2261.	1.1	7
38	Human Shortcut Performance in a Computer-Simulated Maze: A Comparative Study. Spatial Cognition and Computation, 2003, 3, 315-329.	0.6	6
39	My neighbourhood: Studying perceptions of urban space and neighbourhood with moblogging. Pervasive and Mobile Computing, 2013, 9, 722-737.	2.1	5
40	eScience, Science Education and Technology Integration in the Classroom: Some Practical Considerations. , 2006, , .		3
41	Exergaming for dementia and mild cognitive impairment. The Cochrane Library, 0, , .	1.5	3
42	Bringing School Science to Life: Personalization, Contextualization and Reflection of Self-Collected Data. , 2008, , .		2
43	Using Mobile and Pervasive Technologies to Engage Formal and Informal Learners in Scientific Debate. , 0, , 196-214.		2
44	Identifying Tools to Support Schools' Collaborative Teaching and Learning. , 2006, , .		1
45	Evaluating a mobile spontaneous eye blink tracker for use in tele-presence HRI as a low bandwidth social communicative cue. , 2016, , .		1
46	Utility evaluation of models. , 2014, , .		0
47	Supporting distant familial relationships with the internet of things. , 2016, , .		0
48	Did you see what I saw?: Comparing attentional synchrony during 360Â° video viewing in head mounted display and tablets.. Journal of Experimental Psychology: Applied, 2021, 27, 324-337.	0.9	0