

Danae Stanton Fraser

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3862091/publications.pdf>

Version: 2024-02-01

48
papers

1,814
citations

471061

17
h-index

454577

30
g-index

48
all docs

48
docs citations

48
times ranked

1373
citing authors

#	ARTICLE	IF	CITATIONS
1	The effectiveness of a virtual reality attention task to predict depression and anxiety in comparison with current clinical measures. <i>Virtual Reality</i> , 2023, 27, 119-140.	4.1	18
2	Efficacy and Moderators of Virtual Reality for Cognitive Training in People with Dementia and Mild Cognitive Impairment: A Systematic Review and Meta-Analysis. <i>Journal of Alzheimer's Disease</i> , 2022, 88, 1341-1370.	1.2	12
3	Virtual Reality in Neurorehabilitation: An Umbrella Review of Meta-Analyses. <i>Journal of Clinical Medicine</i> , 2021, 10, 1478.	1.0	45
4	Did you see what I saw?: Comparing attentional synchrony during 360° video viewing in head mounted display and tablets.. <i>Journal of Experimental Psychology: Applied</i> , 2021, 27, 324-337.	0.9	0
5	“You wouldn’t get that from watching TV!”: Exploring audience responses to virtual reality non-fiction in the home. <i>Convergence</i> , 2021, 27, 805-829.	1.6	8
6	Hunger Bias or Gut Instinct? Responses to Judgments of Harm Depending on Visceral State Versus Intuitive Decision-Making. <i>Frontiers in Psychology</i> , 2020, 11, 2261.	1.1	7
7	Slums of hope: Sanitising silences within township tour reviews. <i>Geoforum</i> , 2020, 110, 87-96.	1.4	11
8	Exploring the Usability of Nesplora Aquarium, a Virtual Reality System for Neuropsychological Assessment of Attention and Executive Functioning. , 2019, , .		9
9	Use of a non-human robot audience to induce stress reactivity in human participants. <i>Computers in Human Behavior</i> , 2019, 99, 76-85.	5.1	10
10	Behind the Curtain of the "Ultimate Empathy Machine". , 2019, , .		32
11	Attentional bias in Internet users with problematic use of social networking sites. <i>Journal of Behavioral Addictions</i> , 2019, 8, 733-742.	1.9	31
12	Physiological markers of biased decision-making in problematic Internet users. <i>Journal of Behavioral Addictions</i> , 2016, 5, 510-517.	1.9	22
13	Evaluating a mobile spontaneous eye blink tracker for use in tele-presence HRI as a low bandwidth social communicative cue. , 2016, , .		1
14	Supporting distant familial relationships with the internet of things. , 2016, , .		0
15	Different strokes for different folks? Revealing the physical characteristics of smartphone users from their swipe gestures. <i>International Journal of Human Computer Studies</i> , 2016, 88, 51-61.	3.7	40
16	Shaking Hands and Cooperation in Tele-present Human-Robot Negotiation. , 2015, , .		40
17	Exploring physical and digital identity with a teenage cohort. , 2014, , .		14
18	Building an internet of school things ecosystem. , 2014, , .		19

#	ARTICLE	IF	CITATIONS
19	Utility evaluation of models. , 2014, , .		0
20	Understanding mass participatory pervasive computing systems for environmental campaigns. Personal and Ubiquitous Computing, 2014, 18, 1775-1792.	1.9	13
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	My neighbourhood: Studying perceptions of urban space and neighbourhood with moblogging. Pervasive and Mobile Computing, 2013, 9, 722-737.	2.1	5
23	Augmenting spatial skills with mobile devices. , 2012, , .		10
24	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
25	MobGeoSen: facilitating personal geosensor data collection and visualization using mobile phones. Personal and Ubiquitous Computing, 2008, 12, 599-607.	1.9	77
26	Bringing School Science to Life: Personalization, Contextualization and Reflection of Self-Collected Data. , 2008, , .		2
27	The role of a cohort in the design and evaluation of pervasive systems. , 2008, , .		7
28	Turn it this way. , 2007, , .		90
29	Comparing physical, automatic and manual map rotation for pedestrian navigation. , 2007, , .		40
30	Mixed reality environments in stroke rehabilitation: Development as rehabilitation tools. International Journal on Disability and Human Development, 2007, 6, .	0.2	8
31	Identifying Tools to Support Schools' Collaborative Teaching and Learning. , 2006, , .		1
32	eScience, Science Education and Technology Integration in the Classroom: Some Practical Considerations. , 2006, , .		3
33	Ubi-learning integrates indoor and outdoor experiences. Communications of the ACM, 2005, 48, 55-59.	3.3	200
34	Savannah: mobile gaming and learning?. Journal of Computer Assisted Learning, 2004, 20, 399-409.	3.3	301
35	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
36	Guest editorial:Children and new technology. Journal of Computer Assisted Learning, 2003, 19, 145-148.	3.3	7

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37	The effects of multiple mice on children's talk and interaction. <i>Journal of Computer Assisted Learning</i> , 2003, 19, 229-238.	3.3	33
38	Using "tangibles"™ to promote novel forms of playful learning. <i>Interacting With Computers</i> , 2003, 15, 169-185.	1.0	227
39	Human Shortcut Performance in a Computer-Simulated Maze: A Comparative Study. <i>Spatial Cognition and Computation</i> , 2003, 3, 315-329.	0.6	6
40	Spatial knowledge of a real school environment acquired from virtual or physical models by able-bodied children and children with physical disabilities.. <i>Journal of Experimental Psychology: Applied</i> , 2003, 9, 67-74.	0.9	41
41	Effects of early mobility on shortcut performance in a simulated maze. <i>Behavioural Brain Research</i> , 2002, 136, 61-66.	1.2	34
42	Dual displays. <i>Ergonomics</i> , 2000, 43, 764-770.	1.1	10
43	A rejoinder. <i>Disability and Rehabilitation</i> , 1998, 20, 113-115.	0.9	7
44	Virtual reality, disability and rehabilitation. <i>Disability and Rehabilitation</i> , 1997, 19, 213-220.	0.9	167
45	VR and spatial awareness in disabled children. <i>Communications of the ACM</i> , 1997, 40, 76-77.	3.3	22
46	Active Versus Passive Processing of Spatial Information in a Computer-Simulated Environment. <i>Ecological Psychology</i> , 1997, 9, 207-222.	0.7	65
47	Exergaming for dementia and mild cognitive impairment. <i>The Cochrane Library</i> , 0, , .	1.5	3
48	Using Mobile and Pervasive Technologies to Engage Formal and Informal Learners in Scientific Debate. , 0, , 196-214.		2