

Brenda K Wiederhold

List of Publications by Year in descending order

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Version: 2024-02-01

257
papers

7,371
citations

61984

43
h-index

74163

75
g-index

276
all docs

276
docs citations

276
times ranked

6767
citing authors

#	ARTICLE	IF	CITATIONS
1	ECG to identify individuals. <i>Pattern Recognition</i> , 2005, 38, 133-142.	8.1	544
2	Connecting Through Technology During the Coronavirus Disease 2019 Pandemic: Avoiding "Zoom Fatigue". <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020, 23, 437-438.	3.9	304
3	Neuroscience of Virtual Reality: From Virtual Exposure to Embodied Medicine. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019, 22, 82-96.	3.9	284
4	Positive Technology: Using Interactive Technologies to Promote Positive Functioning. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2012, 15, 69-77.	3.9	277
5	Glucocorticoids enhance extinction-based psychotherapy. <i>Proceedings of the National Academy of Sciences of the United States of America</i> , 2011, 108, 6621-6625.	7.1	273
6	A Randomized, Controlled Trial of Virtual Reality-Graded Exposure Therapy for Post-Traumatic Stress Disorder in Active Duty Service Members with Combat-Related Post-Traumatic Stress Disorder. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2011, 14, 223-229.	3.9	165
7	The Present and Future of Positive Technologies. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2012, 15, 78-84.	3.9	150
8	Virtual Reality as a Distraction Technique in Chronic Pain Patients. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 346-352.	3.9	144
9	A Virtual Reality System for the Assessment and Rehabilitation of the Activities of Daily Living. <i>Cyberpsychology, Behavior and Social Networking</i> , 2003, 6, 383-388.	2.2	141
10	A Functional Magnetic Resonance Imaging (fMRI) Study of Cue-Induced Smoking Craving in Virtual Environments. <i>Applied Psychophysiology Biofeedback</i> , 2005, 30, 195-204.	1.7	136
11	Exploring the Use of Computer Games and Virtual Reality in Exposure Therapy for Fear of Driving Following a Motor Vehicle Accident. <i>Cyberpsychology, Behavior and Social Networking</i> , 2003, 6, 329-334.	2.2	133
12	The treatment of fear of flying: a controlled study of imaginal and virtual reality graded exposure therapy. <i>IEEE Transactions on Information Technology in Biomedicine</i> , 2002, 6, 218-223.	3.2	118
13	Intervention for physician burnout: A systematic review. <i>Open Medicine (Poland)</i> , 2018, 13, 253-263.	1.3	116
14	Sleep enhances exposure therapy. <i>Psychological Medicine</i> , 2014, 44, 1511-1519.	4.5	114
15	Experiential Virtual Scenarios With Real-Time Monitoring (Interreality) for the Management of Psychological Stress: A Block Randomized Controlled Trial. <i>Journal of Medical Internet Research</i> , 2014, 16, e167.	4.3	105
16	Social Media Use During Social Distancing. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020, 23, 275-276.	3.9	100
17	Using Social Media to Our Advantage: Alleviating Anxiety During a Pandemic. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020, 23, 197-198.	3.9	99
18	Clinical Use of Virtual Reality Distraction System to Reduce Anxiety and Pain in Dental Procedures. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 359-365.	3.9	97

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19	Experiential Cognitive Therapy in the Treatment of Panic Disorders with Agoraphobia: A Controlled Study. <i>Cyberpsychology, Behavior and Social Networking</i> , 2003, 6, 321-328.	2.2	93
20	Experimental Application of Virtual Reality for Nicotine Craving through Cue Exposure. <i>Cyberpsychology, Behavior and Social Networking</i> , 2003, 6, 275-280.	2.2	92
21	Future Directions: How Virtual Reality Can Further Improve the Assessment and Treatment of Eating Disorders and Obesity. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2016, 19, 148-153.	3.9	92
22	Influence of virtual reality on postural stability during movements of quiet stance. <i>Neuroscience Letters</i> , 2009, 451, 227-231.	2.1	86
23	Three-Year Follow-Up for Virtual Reality Exposure for Fear of Flying. <i>Cyberpsychology, Behavior and Social Networking</i> , 2003, 6, 441-445.	2.2	85
24	Physiological Monitoring as an Objective Tool in Virtual Reality Therapy. <i>Cyberpsychology, Behavior and Social Networking</i> , 2002, 5, 77-82.	2.2	82
25	Lessons Learned From 600 Virtual Reality Sessions. <i>Cyberpsychology, Behavior and Social Networking</i> , 2000, 3, 393-400.	2.2	77
26	Mechanisms of Virtual Reality Exposure Therapy: The Role of the Behavioral Activation and Behavioral Inhibition Systems. <i>Applied Psychophysiology Biofeedback</i> , 2005, 30, 271-284.	1.7	72
27	What the Metaverse Is (Really) and Why We Need to Know About It. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2022, 25, 355-359.	3.9	72
28	Virtual Reality for Pain Management in Cardiac Surgery. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 371-378.	3.9	68
29	Panic and Agoraphobia in a Virtual World. <i>Cyberpsychology, Behavior and Social Networking</i> , 2002, 5, 197-202.	2.2	67
30	Psychological Treatments and Psychotherapies in the Neurorehabilitation of Pain: Evidences and Recommendations from the Italian Consensus Conference on Pain in Neurorehabilitation. <i>Frontiers in Psychology</i> , 2016, 7, 115.	2.1	66
31	Positive Technology and COVID-19. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020, 23, 581-587.	3.9	65
32	Analysis of Physiological Response to Two Virtual Environments: Driving and Flying Simulation. <i>Cyberpsychology, Behavior and Social Networking</i> , 2002, 5, 11-18.	2.2	64
33	Virtual Reality and Interactive Simulation for Pain Distraction: Table 1. <i>Pain Medicine</i> , 2007, 8, S182-S188.	1.9	60
34	Nicotine Craving and Cue Exposure Therapy by Using Virtual Environments. <i>Cyberpsychology, Behavior and Social Networking</i> , 2004, 7, 705-713.	2.2	58
35	A Review of Virtual Reality as a Psychotherapeutic Tool. <i>Cyberpsychology, Behavior and Social Networking</i> , 1998, 1, 45-52.	2.2	56
36	Exposure Therapy with and without Virtual Reality to Treat PTSD while in the Combat Theater: A Parallel Case Series. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2010, 13, 37-42.	3.9	55

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37	Effects of Group Experiential Cognitive Therapy for the Treatment of Panic Disorder with Agoraphobia. <i>Cyberpsychology, Behavior and Social Networking</i> , 2005, 8, 387-393.	2.2	54
38	The Role of Psychology in Enhancing Cybersecurity. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 131-132.	3.9	52
39	Heart rate variability: Pre-deployment predictor of post-deployment PTSD symptoms. <i>Biological Psychology</i> , 2016, 121, 91-98.	2.2	52
40	Fear of Flying: A Case Report Using Virtual Reality Therapy with Physiological Monitoring. <i>Cyberpsychology, Behavior and Social Networking</i> , 1998, 1, 97-103.	2.2	51
41	Virtual Reality and Applied Psychophysiology. <i>Applied Psychophysiology Biofeedback</i> , 2005, 30, 183-185.	1.7	49
42	Interreality in Practice: Bridging Virtual and Real Worlds in the Treatment of Posttraumatic Stress Disorders. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2010, 13, 55-65.	3.9	46
43	Virtual Reality in the Assessment and Treatment of Weight-Related Disorders. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2016, 19, 67-73.	3.9	46
44	Virtual Reality Therapy: Emerging Topics and Future Challenges. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019, 22, 3-6.	3.9	46
45	Using Virtual Reality to Mobilize Health Care: Mobile Virtual Reality Technology for Attenuation of Anxiety and Pain. <i>IEEE Consumer Electronics Magazine</i> , 2018, 7, 106-109.	2.3	45
46	Advances in Virtual Reality and Anxiety Disorders. , 2014, , .		45
47	The development of virtual reality therapy (VRT) system for the treatment of acrophobia and therapeutic case. <i>IEEE Transactions on Information Technology in Biomedicine</i> , 2002, 6, 213-217.	3.2	43
48	Psychological Considerations in the Assessment and Treatment of Pain in Neurorehabilitation and Psychological Factors Predictive of Therapeutic Response: Evidence and Recommendations from the Italian Consensus Conference on Pain in Neurorehabilitation. <i>Frontiers in Psychology</i> , 2016, 7, 468.	2.1	43
49	COVID Feel Good—An Easy Self-Help Virtual Reality Protocol to Overcome the Psychological Burden of Coronavirus. <i>Frontiers in Psychiatry</i> , 2020, 11, 563319.	2.6	42
50	How Cyberpsychology and Virtual Reality Can Help Us to Overcome the Psychological Burden of Coronavirus. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020, 23, 277-279.	3.9	42
51	Surviving COVID-19: The Neuroscience of Smart Working and Distance Learning. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2021, 24, 79-85.	3.9	42
52	Combat-Related Post-Traumatic Stress Disorder: A Case Report Using Virtual Reality Exposure Therapy with Physiological Monitoring. <i>Cyberpsychology, Behavior and Social Networking</i> , 2007, 10, 309-315.	2.2	41
53	Avatars in Clinical Psychology: A Framework for the Clinical Use of Virtual Humans. <i>Cyberpsychology, Behavior and Social Networking</i> , 2003, 6, 117-125.	2.2	40
54	A Virtual Environment for Investigating Schizophrenic Patients' Characteristics: Assessment of Cognitive and Navigation Ability. <i>Cyberpsychology, Behavior and Social Networking</i> , 2003, 6, 397-404.	2.2	40

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55	What Is the Role of the Placebo Effect for Pain Relief in Neurorehabilitation? Clinical Implications From the Italian Consensus Conference on Pain in Neurorehabilitation. <i>Frontiers in Neurology</i> , 2018, 9, 310.	2.4	40
56	Future Directions: Advances and Implications of Virtual Environments Designed for Pain Management. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 414-422.	3.9	39
57	Metaverse Games: Game Changer for Healthcare?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2022, 25, 267-269.	3.9	39
58	Virtual Reality Air Travel Training with Children on the Autism Spectrum: A Preliminary Report. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020, 23, 10-15.	3.9	38
59	Ensuring the Best Care for Our Increasing Aging Population: Health Engagement and Positive Technology Can Help Patients Achieve a More Active Role in Future Healthcare. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2013, 16, 411-412.	3.9	36
60	Children's Screen Time During the COVID-19 Pandemic: Boundaries and Etiquette. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020, 23, 359-360.	3.9	36
61	Virtual Reality Treatment of Posttraumatic Stress Disorder Due to Motor Vehicle Accident. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2010, 13, 21-27.	3.9	35
62	Five-year biomarker progression variability for Alzheimer's disease dementia prediction: Can a complex instrumental activities of daily living marker fill in the gaps?. <i>Alzheimer's and Dementia: Diagnosis, Assessment and Disease Monitoring</i> , 2015, 1, 521-532.	2.4	35
63	Pain Modulation during Drives through Cold and Hot Virtual Environments. <i>Cyberpsychology, Behavior and Social Networking</i> , 2007, 10, 516-522.	2.2	34
64	The Effectiveness of Technology-Enhanced Relaxation Techniques for Military Medical Warriors. <i>Military Medicine</i> , 2011, 176, 1065-1070.	0.8	34
65	Pain Distraction During Ambulatory Surgery: Virtual Reality and Mobile Devices. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019, 22, 15-21.	3.9	34
66	Effect of Virtual Reality PTSD Treatment on Mood and Neurocognitive Outcomes. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 439-446.	3.9	33
67	A Virtual Reality-Based Self-Help Intervention for Dealing with the Psychological Distress Associated with the COVID-19 Lockdown: An Effectiveness Study with a Two-Week Follow-Up. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 8188.	2.6	32
68	Experiential Cognitive Therapy for the Treatment of Panic Disorder With Agoraphobia: Definition of a Clinical Protocol. <i>Cyberpsychology, Behavior and Social Networking</i> , 2000, 3, 375-385.	2.2	31
69	Cyberbullying and LGBTQ Youth: A Deadly Combination. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 569-570.	3.9	29
70	Positive Technology Supports Shift to Preventive, Integrative Health. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2012, 15, 67-68.	3.9	28
71	Stress, mental health, and cognition: a brief review of relationships and countermeasures. <i>Aviation, Space, and Environmental Medicine</i> , 2007, 78, B252-60.	0.5	27
72	Enabling eHealth as a Pathway for Patient Engagement: a Toolkit for Medical Practice. <i>Studies in Health Technology and Informatics</i> , 2014, 199, 13-21.	0.3	26

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73	Lessons Learned from 350 Virtual-Reality Sessions with Warriors Diagnosed with Combat-Related Posttraumatic Stress Disorder. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2010, 13, 3-11.	3.9	25
74	Are "Facebook Murders" a Growing Trend?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2013, 16, 1-2.	3.9	25
75	Should Adult Sexting Be Considered for the DSM?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2011, 14, 481-481.	3.9	24
76	Mnemonic strategy training of the elderly at risk for dementia enhances integration of information processing via cross-frequency coupling. <i>Alzheimer's and Dementia: Translational Research and Clinical Interventions</i> , 2016, 2, 241-249.	3.7	24
77	Heart Rate Variability and Cognitive Bias Feedback Interventions to Prevent Post-deployment PTSD: Results from a Randomized Controlled Trial. <i>Military Medicine</i> , 2019, 184, e124-e132.	0.8	24
78	Videogame Mechanics in Games for Health. <i>Games for Health Journal</i> , 2013, 2, 194-204.	2.0	23
79	Mobile Devices as Adjunctive Pain Management Tools. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 385-389.	3.9	23
80	Guest editorial: introduction to the special issue on virtual reality environments in behavioral sciences. <i>IEEE Transactions on Information Technology in Biomedicine</i> , 2002, 6, 193-197.	3.2	22
81	Virtual Worlds versus Real Body: Virtual Reality Meets Eating and Weight Disorders. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2016, 19, 63-66.	3.9	22
82	Combat-Related Post-Traumatic Stress Disorder: A Case Report Using Virtual Reality Graded Exposure Therapy With Physiological Monitoring With a Female Seabee. <i>Military Medicine</i> , 2009, 174, 1215-1222.	0.8	21
83	Self-Tracking: Better Medicine Through Pattern Recognition. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2012, 15, 235-236.	3.9	21
84	Intermittent Exotropia Treatment with Dichoptic Visual Training Using a Unique Virtual Reality Platform. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019, 22, 22-30.	3.9	21
85	Virtual reality with fMRI: a breakthrough cognitive treatment tool. <i>Virtual Reality</i> , 2008, 12, 259-267.	6.1	20
86	Behavioral Health Apps Abundant, but Evidence-Based Research Nearly Nonexistent. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2015, 18, 309-310.	3.9	20
87	"Alexa, Are You My Mom?" The Role of Artificial Intelligence in Child Development. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2018, 21, 471-472.	3.9	20
88	Auditory Cues Increase the Hippocampal Response to Unimodal Virtual Reality. <i>Cyberpsychology, Behavior and Social Networking</i> , 2009, 12, 309-313.	2.2	19
89	Interreality for the management and training of psychological stress: study protocol for a randomized controlled trial. <i>Trials</i> , 2013, 14, 191.	1.6	19
90	Twenty Years of Online Dating: Current Psychology and Future Prospects. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2015, 18, 695-696.	3.9	19

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91	mHealth Apps Empower Individuals. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2015, 18, 429-430.	3.9	19
92	Brain Interventions and Neuroethics Must Coexist Peacefully. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2015, 18, 57-58.	3.9	18
93	Stimulation of Cortisol During Mental Task Performance in a Provocative Virtual Environment. <i>Applied Psychophysiology Biofeedback</i> , 2005, 30, 205-216.	1.7	17
94	Clinical Observations During Virtual Reality Therapy for Specific Phobias. <i>Cyberpsychology, Behavior and Social Networking</i> , 1999, 2, 161-168.	2.2	16
95	As Parents Invade Facebook, Teens Tweet More. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2012, 15, 385-385.	3.9	16
96	Virtual Healing. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019, 22, 1-2.	3.9	16
97	Physiological Monitoring During Augmented Reality Exercise Confirms Advantages to Health and Well-Being. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019, 22, 122-126.	3.9	16
98	Kids Will Find a Way: The Benefits of Social Video Games. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2021, 24, 213-214.	3.9	16
99	How COVID Has Changed Online Dating—And What Lies Ahead. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2021, 24, 435-436.	3.9	16
100	Integrating virtual realities and psychotherapy: SWOT analysis on VR and MR based treatments of anxiety and stress-related disorders. <i>Cognitive Behaviour Therapy</i> , 2021, 50, 509-526.	3.5	16
101	Cost effectiveness of virtual reality graded exposure therapy with physiological monitoring for the treatment of combat related post traumatic stress disorder. <i>Studies in Health Technology and Informatics</i> , 2009, 144, 223-9.	0.3	16
102	The New Dawn of Virtual Reality in Health Care: Medical Simulation and Experiential Interface. <i>Studies in Health Technology and Informatics</i> , 2015, 219, 3-6.	0.3	16
103	Use of Cellular Telephone Therapy for Fear of Driving. <i>Cyberpsychology, Behavior and Social Networking</i> , 2000, 3, 1031-1039.	2.2	14
104	Femtech: Digital Help for Women's Health Care Across the Life Span. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2021, 24, 697-698.	3.9	14
105	Beyond Direct Benefits: Indirect Health Benefits of Social Media Use. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2017, 20, 1-2.	3.9	13
106	Embodiment Empowers Empathy in Virtual Reality. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020, 23, 725-726.	3.9	13
107	The future of cybertherapy: improved options with advanced technologies. <i>Studies in Health Technology and Informatics</i> , 2004, 99, 263-70.	0.3	13
108	Combat related post traumatic stress disorder: a multiple case report using virtual reality graded exposure therapy with physiological monitoring. <i>Studies in Health Technology and Informatics</i> , 2008, 132, 556-61.	0.3	13

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109	Should Smartphone Use Be Banned for Children?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019, 22, 235-236.	3.9	12
110	How Can Virtual Reality Interventions Help Reduce Prescription Opioid Drug Misuse?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 331-332.	3.9	11
111	The Tenuous Relationship Between Instagram and Teen Self-Identity. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2018, 21, 215-216.	3.9	11
112	What Are the True Costs of Regulation?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2011, 14, 1-1.	3.9	10
113	Time to Port Augmented Reality Health Apps to Smart Glasses?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2013, 16, 157-158.	3.9	10
114	Pain Management in Virtual Reality: A Comprehensive Research Chart. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 402-413.	3.9	10
115	Our Neurodiverse Society: The Role of Advanced Technology. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020, 23, 1-2.	3.9	10
116	Machines Like Us and People Like You: Toward Human-Robot Shared Experience. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2021, 24, 357-361.	3.9	10
117	The Study of Perceptual Eye Position Examination and Visual Perceptual Training in Postoperative Intermittent Exotropes. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020, 23, 871-875.	3.9	10
118	PTSD Threatens Global Economies. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2010, 13, 1-2.	3.9	9
119	Assessment of Binocular Imbalance with an Augmented Virtual Reality Platform in a Normal Population. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019, 22, 127-131.	3.9	9
120	Virtual Reality Air Travel Training Using Apple iPhone X and Google Cardboard: A Feasibility Report with Autistic Adolescents and Adults. <i>Autism in Adulthood</i> , 2020, 2, 325-333.	6.9	9
121	COVID Feel Good: Evaluation of a Self-Help Protocol to Overcome the Psychological Burden of the COVID-19 Pandemic in a German Sample. <i>Journal of Clinical Medicine</i> , 2022, 11, 2080.	2.4	9
122	A Bibliography of Articles Relevant to the Application of Virtual Reality in the Mental Health Field. <i>Cyberpsychology, Behavior and Social Networking</i> , 1998, 1, 411-411.	2.2	8
123	Neurophysiological Age Differences During Task-Performance in a Stereoscopic Virtual Environment. <i>Applied Psychophysiology Biofeedback</i> , 2005, 30, 233-238.	1.7	8
124	How Can More Women-Owned Technology Businesses Get Funding?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 1-2.	3.9	8
125	Sickness in Virtual Reality. , 2014, , 35-62.		8
126	Does Sexting Improve Adult Sexual Relationships?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2015, 18, 627-627.	3.9	8

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127	Lessons Learned as We Begin the Third Decade of Virtual Reality. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2016, 19, 577-578.	3.9	8
128	How Digital Anxieties Are Shaping the Next Generation's Mental Health. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2017, 20, 661-661.	3.9	8
129	Augmenting Behavioral Healthcare: Mobilizing Services with Virtual Reality and Augmented Reality. <i>Computers in Health Care</i> , 2018, , 123-137.	0.3	8
130	The Next Level of Virtual Reality Isn't Technology—It's Storytelling. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2018, 21, 671-671.	3.9	8
131	Are We Ready for Online Virtual Reality Therapy?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2018, 21, 341-342.	3.9	8
132	How Virtual Reality Is Changing the Reality of Aging. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020, 23, 141-142.	3.9	8
133	Individualized Visual Reality Training Improves Visual Acuity and Visual Field Defects in Patients with Glaucoma: A Preliminary Study Report. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020, 23, 179-184.	3.9	8
134	Purchasing in a Pandemic? Virtual Consumerism in 2021. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2021, 24, 77-78.	3.9	8
135	Virtual Reality Pain Distraction During Gynecological Surgery—A Report of 44 Cases. <i>Surgical Research Updates</i> , 2017, 5, 12-16.	0.1	8
136	<i>Call for Special Issue Papers:</i> HUMANE METAVERSE: Opportunities and Challenges Towards the Development of a Humane-Centered Metaverse. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2022, 25, 332-333.	3.9	8
137	Avatars: Changing Behavior for Better or for Worse?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2013, 16, 319-320.	3.9	7
138	Low Self-Esteem and Teens' Internet Addiction: What Have We Learned in the Last 20 Years?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2016, 19, 359-359.	3.9	7
139	Stop Scrolling, Start Living: The Growing Reality of Internet Addiction Disorder. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2018, 21, 279-280.	3.9	7
140	Virtual Reality for Posttraumatic Stress Disorder. , 2014, , 211-233.		7
141	Cybertherapy—new applications for discomfort reductions. Surgical care unit of heart, neonatology care unit, transplant kidney care unit, delivery room-cesarean surgery and ambulatory surgery, 27 case reports. <i>Studies in Health Technology and Informatics</i> , 2007, 125, 334-6.	0.3	7
142	Ubiquitous health in practice: the interreality paradigm. <i>Studies in Health Technology and Informatics</i> , 2011, 163, 185-91.	0.3	7
143	Citizen Scientists Generate Benefits for Researchers, Educators, Society, and Themselves. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2011, 14, 703-704.	3.9	6
144	Eating Disorders and Obesity in Virtual Reality: A Comprehensive Research Chart. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2016, 19, 141-147.	3.9	6

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145	Robotic Technology Remains a Necessary Part of Healthcare's Future Editorial. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2017, 20, 511-512.	3.9	6
146	Instagram: Becoming a Worldwide Problem?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019, 22, 567-568.	3.9	6
147	Turning to Faith and Technology During the Coronavirus Disease 2019 Crisis. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020, 23, 503-504.	3.9	6
148	Social Media and Social Organizing: From Pandemic to Protests. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020, 23, 579-580.	3.9	6
149	Interreality in the management of psychological stress: a clinical scenario. <i>Studies in Health Technology and Informatics</i> , 2010, 154, 20-5.	0.3	6
150	Virtual Reality in the 1990s: What Did We Learn?. <i>Cyberpsychology, Behavior and Social Networking</i> , 2000, 3, 311-314.	2.2	5
151	Sustainable Responsible Research and Innovation Through Secure, Private Data. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2015, 18, 1-2.	3.9	5
152	Three Years Later, Are Other Facebook Users Still "Happier and Having Better Lives Than I Am"? <i>Cyberpsychology, Behavior, and Social Networking</i> , 2016, 19, 1-1.	3.9	5
153	What Predicts Facebook Addiction?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2017, 20, 277-277.	3.9	5
154	Artificial Intelligence and Suicide: Where Artificial Intelligence Stops and Humans Join In. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019, 22, 363-364.	3.9	5
155	Is Augmented Reality the Next Frontier in Behavioral Health?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019, 22, 101-102.	3.9	5
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