

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	Virtual Reality Assessment Reveals Myopic Regression After ICL Implantation in High Myopia. <i>Studies in Health Technology and Informatics</i> , 2023, , .	0.3	0
2	Call for Special Issue Papers: Virtual Consumerism. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2022, 25, 3-4.	3.9	0
3	<i>Call for Special Issue Papers:</i> Virtual Consumerism. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2022, 25, 83-84.	3.9	0
4	Zero Sales Resistance: The Dark Side of Big Data and Artificial Intelligence. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2022, 25, 169-173.	3.9	4
5	Exploring the use of virtual reality to manage distress in adolescent patients in emergency departments: A feasibility study. <i>EMA - Emergency Medicine Australasia</i> , 2022, 34, 687-693.	1.1	3
6	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
7	Metaverse Games: Game Changer for Healthcare?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2022, 25, 267-269.	3.9	39
8	Preliminary Study of Short-Term Visual Perceptual Training Based on Virtual Reality and Augmented Reality in Postoperative Strabismic Patients. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2022, 25, 465-470.	3.9	4
9	<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
10	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
11	Raising Resilient Children in the Age of COVID. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2022, 25, 329-331.	3.9	0
12	Violent Video Games: Harmful Trigger or Harmless Diversion?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2021, 24, 1-2.	3.9	5
13	Binocular integration and stereopsis in children with television torticollis. <i>BMC Ophthalmology</i> , 2021, 21, 102.	1.4	0
14	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
15	Purchasing in a Pandemic? Virtual Consumerism in 2021. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2021, 24, 77-78.	3.9	8
16	Can Deepfakes Improve Therapy?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2021, 24, 147-148.	3.9	2
17	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
18	Machines Like Us and People Like You: Toward Humanâ€“Robot Shared Experience. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2021, 24, 357-361.	3.9	10

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19	Humanâ€“Robot Confluence: Toward a Humane Robotics. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2021, 24, 291-293.	3.9	4
20	The Ascent of Social Robots. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2021, 24, 289-290.	3.9	4
21	How Technology Can Help Post-COVID Anxiety: A Call to Action. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2021, 24, 365-366.	3.9	1
22	How COVID Has Changed Online Datingâ€”And What Lies Ahead. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2021, 24, 435-436.	3.9	16
23	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
24	Zoom 3.0: Is Your Avatar Ready?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2021, 24, 501-502.	3.9	5
25	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
26	Increasing Cybersecurity Through Emotional Engagement. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2021, 24, 579-580.	3.9	1
27	Data-Driven Digital Therapeutics: The Path Forward. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2021, 24, 631-632.	3.9	4
28	The Effectiveness of Binocular Virtual Reality Training on Repairing Visual Field Defect of Glaucoma. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2021, 24, 683-689.	3.9	3
29	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
30	Combat-Related Post-traumatic Stress Disorder: A Case Report of Virtual Reality Graded Exposure Therapy With Physiological Monitoring in a U.S. Navy Officer and a U.S. Army Officer. <i>Cureus</i> , 2021, 13, e19604.	0.5	0
31	Social Media and Mental Health: Weighing the Costs and Benefits. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2021, 24, 775-776.	3.9	1
32	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
33	COVID Feel Goodâ€”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
34	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
35	Teletherapy: The New Norm?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020, 23, 655-656.	3.9	5
36	Forging Stronger Bonds Through Technology: How Virtual Reality Can Instill Empathy. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020, 23, 577-578.	3.9	4

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37	Positive Technology and COVID-19. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020, 23, 581-587.	3.9	65
38	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
39	Embodiment Empowers Empathy in Virtual Reality. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020, 23, 725-726.	3.9	13
40	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
41	How Virtual Reality Is Changing the Reality of Aging. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020, 23, 141-142.	3.9	8
42	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
43	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
44	Social Media and Social Organizing: From Pandemic to Protests. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020, 23, 579-580.	3.9	6
45	Our Neurodiverse Society: The Role of Advanced Technology. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020, 23, 1-2.	3.9	10
46	Monitoring Kids: How Much Is Enough?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020, 23, 70-71.	3.9	0
47	Assessment and Treatment of Autism Spectrum Disorders with Virtual Reality: A Comprehensive Research Chart. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020, 23, 60-65.	3.9	5
48	Internet Dating: Should You Try It?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020, 23, 195-196.	3.9	1
49	Social Media Use During Social Distancing. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020, 23, 275-276.	3.9	100
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	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
52	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
53	Beyond Zoom: The New Reality. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020, 23, 809-810.	3.9	5
54	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

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55	Win or Lose: Do Video Games Breed Success in the Modern World?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019, 22, 431-432.	3.9	0
56	A Balanced (Media) Diet. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019, 22, 513-514.	3.9	1
57	Instagram: Becoming a Worldwide Problem?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019, 22, 567-568.	3.9	6
58	Virtual Healing. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019, 22, 1-2.	3.9	16
59	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
60	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
61	Can Artificial Intelligence Predict the End of Life? And Do We Really Want to Know?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019, 22, 297-299.	3.9	2
62	Should Smartphone Use Be Banned for Children?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019, 22, 235-236.	3.9	12
63	Is Augmented Reality the Next Frontier in Behavioral Health?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019, 22, 101-102.	3.9	5
64	Does Digital Media Use Increase Symptoms of ADHD in Adolescents?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019, 22, 171-172.	3.9	1
65	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
66	Animated News Anchors: Where to Next?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019, 22, 675-676.	3.9	2
67	Cell Phone Sciatica and Other Modern Ailments. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019, 22, 621-621.	3.9	0
68	Is AI for Psychologists?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019, 22, 751-752.	3.9	0
69	Neuroscience of Virtual Reality: From Virtual Exposure to Embodied Medicine. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019, 22, 82-96.	3.9	284
70	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
71	Virtual Reality Therapy: Emerging Topics and Future Challenges. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019, 22, 3-6.	3.9	46
72	Pain Distraction During Ambulatory Surgery: Virtual Reality and Mobile Devices. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019, 22, 15-21.	3.9	34

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73	Virtual Reality and Anxiety Disorders Treatment: Evolution and Future Perspectives. <i>Virtual Reality Technologies for Health and Clinical Applications</i> , 2019, , 47-84.	0.8	5
74	The Tenuous Relationship Between Instagram and Teen Self-Identity. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2018, 21, 215-216.	3.9	11
75	Are You Listening, Facebook? On Cybersecurity and Virtual Worlds. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2018, 21, 69-70.	3.9	0
76	When Second Life Becomes Real Life: The Evolution of Self-Presentation. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2018, 21, 1-2.	3.9	2
77	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
78	Augmenting Behavioral Healthcare: Mobilizing Services with Virtual Reality and Augmented Reality. <i>Computers in Health Care</i> , 2018, , 123-137.	0.3	8
79	How Will Virtual Reality Impact Our Understanding of Sexuality?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2018, 21, 147-148.	3.9	1
80	The Next Level of Virtual Reality Isn't Technologyâ€”It's Storytelling. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2018, 21, 671-671.	3.9	8
81	Virtual Reality Enhances Seniors' Health and Well-Being. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2018, 21, 739-740.	3.9	3
82	Can Robots Help Us Manage the Caregiving Crisis?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2018, 21, 533-534.	3.9	3
83	All the World's a Stage (Including Social Media). <i>Cyberpsychology, Behavior, and Social Networking</i> , 2018, 21, 591-592.	3.9	2
84	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
85	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
86	Intervention for physician burnout: A systematic review. <i>Open Medicine (Poland)</i> , 2018, 13, 253-263.	1.3	116
87	Has the Internet Killed Privacy, or Has Our Definition Simply Changed?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2018, 21, 403-404.	3.9	0
88	â€œAlexa, Are You My Mom?â€”The Role of Artificial Intelligence in Child Development. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2018, 21, 471-472.	3.9	20
89	Are We Ready for Online Virtual Reality Therapy?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2018, 21, 341-342.	3.9	8
90	Beyond Direct Benefits: Indirect Health Benefits of Social Media Use. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2017, 20, 1-2.	3.9	13

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91	If People Give Up Cyberporn, Will They Get Their Mojo Back?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2017, 20, 71-71.	3.9	0
92	Don't Tweet False Hope to Patients Desperate for a Cure. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2017, 20, 141-141.	3.9	0
93	Thinking of Quitting Facebook?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2017, 20, 211-211.	3.9	2
94	What Predicts Facebook Addiction?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2017, 20, 277-277.	3.9	5
95	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
96	Collective Grieving in the Digital Age. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2017, 20, 585-586.	3.9	3
97	Living in Fragments: The Necessity of Cloud Computing and Virtual Reality. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2017, 20, 405-406.	3.9	2
98	How Augmented Reality Is Poised to Outpace Virtual Reality. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2017, 20, 461-462.	3.9	2
99	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
100	Being Authentic on Facebook Has Same Health Benefits as In-Person Authentic Behavior. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2017, 20, 345-345.	3.9	2
101	What Can Behavioral Healthcare Learn from Digital Medicine?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2017, 20, 725-726.	3.9	3
102	Virtual Reality Pain Distraction During Gynecological Surgery—A Report of 44 Cases. <i>Surgical Research Updates</i> , 2017, 5, 12-16.	0.1	8
103	Virtual Reality Smoking Cessation—Designed for Teens, by Teens. <i>The Open Family Studies Journal</i> , 2017, 09, 21-30.	0.5	0
104	Robotic Technology Remains a Necessary Part of Healthcare's Future Editorial. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2017, 20, 511-512.	3.9	1
105	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
106	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
107	How to Market Use of Social Media to Improve Older Adults' Health. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2016, 19, 695-695.	3.9	1
108	Social Media Sites, Part 2: Children of the Light. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2016, 19, 231-232.	3.9	0

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109	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
110	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
111	Why Do People Still Text While Driving?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2016, 19, 473-474.	3.9	0
112	Your E-mail Address May Prevent You from Getting That Job. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2016, 19, 637-637.	3.9	0
113	How Can Health Professionals Help Prevent Cyberbullying?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2016, 19, 531-531.	3.9	0
114	Using Your Digital Phenotype to Improve Your Mental Health. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2016, 19, 419-419.	3.9	2
115	Heart rate variability: Pre-deployment predictor of post-deployment PTSD symptoms. <i>Biological Psychology</i> , 2016, 121, 91-98.	2.2	52
116	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
117	VR Online Dating: The New Safe Sex. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2016, 19, 297-298.	3.9	3
118	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
119	Social Media Sites, Part 1: The Dark Side. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2016, 19, 157-157.	3.9	1
120	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
121	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
122	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
123	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
124	Twenty Years of Online Dating: Current Psychology and Future Prospects. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2015, 18, 695-696.	3.9	19
125	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
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	mHealth Sensors Transforming Healthcare. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2015, 18, 489-490.	3.9	3
128	Sustainable Responsible Research and Innovation Through Secure, Private Data. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2015, 18, 1-2.	3.9	5
129	Brain Interventions and Neuroethics Must Coexist Peacefully. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2015, 18, 57-58.	3.9	18
130	Letter to the Editor: Simply avoiding reactivating fear memory after exposure therapy may help to consolidate fear extinction memory – a reply. <i>Psychological Medicine</i> , 2015, 45, 887-888.	4.5	0
131	mHealth VR Can Transform Mental Health. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2015, 18, 365-366.	3.9	3
132	mHealth Apps Empower Individuals. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2015, 18, 429-430.	3.9	19
133	Behavioral Health Apps Abundant, but Evidence-Based Research Nearly Nonexistent. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2015, 18, 309-310.	3.9	20
134	mHealth Sensors Can Promote Behavior Change and Reduce Healthcare Costs. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2015, 18, 559-560.	3.9	2
135	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
136	Cyberbullying and LGBTQ Youth: A Deadly Combination. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 569-570.	3.9	29
137	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
138	How Can More Women-Owned Technology Businesses Get Funding?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 1-2.	3.9	8
139	Sickness in Virtual Reality. , 2014, , 35-62.		8
140	Social Networking: A Force for Good in Responsible Research. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 733-734.	3.9	0
141	Virtual Reality for Pain Management in Cardiac Surgery. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 371-378.	3.9	68
142	The Role of Psychology in Enhancing Cybersecurity. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 131-132.	3.9	52
143	Mobile Devices as Adjunctive Pain Management Tools. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 385-389.	3.9	23
144	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

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145	Sleep enhances exposure therapy. <i>Psychological Medicine</i> , 2014, 44, 1511-1519.	4.5	114
146	Pain Management in Virtual Reality: A Comprehensive Research Chart. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 402-413.	3.9	10
147	Virtual Reality as a Distraction Technique in Chronic Pain Patients. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 346-352.	3.9	144
148	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
149	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
150	Advances in Virtual Reality and Anxiety Disorders. , 2014, , .		45
151	Virtual Reality for Posttraumatic Stress Disorder. , 2014, , 211-233.		7
152	Fear of Flying (Aviophobia): Efficacy and Methodological Lessons Learned from Outcome Trials. , 2014, , 65-89.		3
153	Arachnophobia and Fear of Other Insects: Efficacy and Lessons Learned from Treatment Process. , 2014, , 91-117.		4
154	Claustrophobia: Efficacy and Treatment Protocols. , 2014, , 145-162.		4
155	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
156	Fear of Heights (Acrophobia): Efficacy and Lessons Learned from Psychophysiological Data. , 2014, , 119-144.		3
157	Panic Disorder, Agoraphobia, and Driving Phobia: Lessons Learned From Efficacy Studies. , 2014, , 163-185.		0
158	A Case Example of a Virtual Reality Clinic. , 2014, , 261-264.		0
159	Conclusions: The Present and the Future of Virtual Reality in the Treatment of Anxiety Disorders. , 2014, , 265-283.		0
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