

David Coyle

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4838741/publications.pdf>

Version: 2024-02-01

62
papers

2,954
citations

535685

17
h-index

466096

32
g-index

73
all docs

73
docs citations

73
times ranked

3463
citing authors

#	ARTICLE	IF	CITATIONS
1	Examining the effect of Libet clock stimulus parameters on temporal binding. <i>Psychological Research</i> , 2022, 86, 937-951.	1.0	11
2	Pesky gNATs for children experiencing low mood and anxiety – A pragmatic randomised controlled trial of technology-assisted CBT in primary care. <i>Internet Interventions</i> , 2022, 27, 100489.	1.4	3
3	STARE: Semantic Augmented Reality Decision Support in Smart Environments. , 2022, , .		1
4	A Scoping Review of Ethics Across SIGCHI. , 2022, , .		8
5	Addressing the complexity of personalized, context-aware and health-aware food recommendations: an ensemble topic modelling based approach. <i>Journal of Intelligent Information Systems</i> , 2021, 57, 229-269.	2.8	10
6	Transitions in Technology-Mediated Cardiac Rehabilitation and Self-management: Qualitative Study Using the Theoretical Domains Framework. <i>JMIR Cardio</i> , 2021, 5, e30428.	0.7	3
7	Public Attitudes to Digital Health Research Repositories: Cross-sectional International Survey. <i>Journal of Medical Internet Research</i> , 2021, 23, e31294.	2.1	5
8	Young People's Use of Digital Tools to Support Their Mental Health During Covid-19 Restrictions. <i>Frontiers in Digital Health</i> , 2021, 3, 763876.	1.5	17
9	A qualitative evaluation of Pesky gNATs in primary care – The experiences of assistant psychologists providing computer-assisted CBT to children experiencing low mood and anxiety. <i>Internet Interventions</i> , 2020, 22, 100348.	1.4	3
10	Searching for Mental Health: A Mixed-Methods Study of Young People's Online Help-seeking. , 2020, , .		24
11	Integrating the Digital and the Traditional to Deliver Therapy for Depression. , 2020, , .		13
12	Barriers to and Facilitators of Technology in Cardiac Rehabilitation and Self-Management: Systematic Qualitative Grounded Theory Review. <i>Journal of Medical Internet Research</i> , 2020, 22, e18025.	2.1	28
13	Futures for Health Research Data Platforms From the Participants's™ Perspectives. , 2020, , .		2
14	Design Considerations for the Integrated Delivery of Cognitive Behavioral Therapy for Depression: User-Centered Design Study. <i>JMIR Mental Health</i> , 2020, 7, e15972.	1.7	15
15	Using Computer Games to Support Mental Health Interventions: Naturalistic Deployment Study. <i>JMIR Mental Health</i> , 2019, 6, e12430.	1.7	19
16	Use of Smartphone Apps, Social Media, and Web-Based Resources to Support Mental Health and Well-Being: Online Survey. <i>JMIR Mental Health</i> , 2019, 6, e12546.	1.7	61
17	Young People Seeking Help Online for Mental Health: Cross-Sectional Survey Study. <i>JMIR Mental Health</i> , 2019, 6, e13524.	1.7	58
18	Qualitative Synthesis of Young People's™ Experiences With Technology-Assisted Cognitive Behavioral Therapy: Systematic Review. <i>Journal of Medical Internet Research</i> , 2019, 21, e13540.	2.1	18

#	ARTICLE	IF	CITATIONS
19	Young People's Online Help-Seeking and Mental Health Difficulties: Systematic Narrative Review. <i>Journal of Medical Internet Research</i> , 2019, 21, e13873.	2.1	209
20	Privacy, boundaries and smart homes for health: An ethnographic study. <i>Health and Place</i> , 2018, 50, 112-118.	1.5	40
21	Computer-assisted cognitive behavioural therapy: The experiences of adults who have an intellectual disability and anxiety or depression. <i>Journal of Applied Research in Intellectual Disabilities</i> , 2018, 31, 1032-1045.	1.3	20
22	Including End-Users in Evaluating and Designing a Game that Supports Child Mental Health. , 2018, , .		1
23	I Really did That. , 2018, , .		22
24	User Experience of Cognitive Behavioral Therapy Apps for Depression: An Analysis of App Functionality and User Reviews. <i>Journal of Medical Internet Research</i> , 2018, 20, e10120.	2.1	147
25	Activating Technology for Connected Health in Cancer: Protocol for a Research and Training Program. <i>JMIR Research Protocols</i> , 2018, 7, e14.	0.5	6
26	Computerised cognitive-behavioural therapy for adults with intellectual disability: randomised controlled trial. <i>British Journal of Psychiatry</i> , 2017, 211, 95-102.	1.7	40
27	Comparing young people's experience of technology-delivered <i>v.</i> face-to-face mindfulness and relaxation: Two-armed qualitative focus group study. <i>British Journal of Psychiatry</i> , 2017, 210, 284-289.	1.7	32
28	"What can i help you with?". , 2017, , .		228
29	Attrition from Web-Based Cognitive Testing: A Repeated Measures Comparison of Gamification Techniques. <i>Journal of Medical Internet Research</i> , 2017, 19, e395.	2.1	36
30	Even Buddhist Monks Use a Gong. <i>International Journal of Game-Based Learning</i> , 2016, 6, 39-51.	0.9	3
31	â€Pesky gNATsâ€™: investigating the feasibility of a novel computerized CBT intervention for adolescents with anxiety and/or depression in a Tier 3 CAMHS setting. <i>The Cognitive Behaviour Therapist</i> , 2016, 9, .	0.4	15
32	Shared Language and the Design of Home Healthcare Technology. , 2016, , .		13
33	Gamification of Cognitive Assessment and Cognitive Training: A Systematic Review of Applications and Efficacy. <i>JMIR Serious Games</i> , 2016, 4, e11.	1.7	316
34	Influence of exposure guidelines on the design of on-body inductive power transfer. , 2015, , .		3
35	Inductive Power Transfer for On-body Sensors. Defining a design space for safe, wirelessly powered on-body health sensors.. , 2015, , .		4
36	Empirically derived user attributes for the design of home healthcare technologies. <i>Personal and Ubiquitous Computing</i> , 2015, 19, 1233-1245.	1.9	29

#	ARTICLE	IF	CITATIONS
37	Empirical Evidence for a Diminished Sense of Agency in Speech Interfaces. , 2015, , .		37
38	Developing Skills for Social and Emotional Wellbeing. , 2015, , .		8
39	Symbiotic Interaction and the Experience of Agency. Lecture Notes in Computer Science, 2015, , 99-104.	1.0	0
40	The experience of agency in human-computer interactions: a review. Frontiers in Human Neuroscience, 2014, 8, 643.	1.0	121
41	Competing or aiming to be average?. , 2014, , .		41
42	Extending interaction for smart watches. , 2014, , .		24
43	ReflectoSlates. , 2014, , .		4
44	RepliCHI. , 2014, , .		26
45	Error related negativity in observing interactive tasks. , 2014, , .		15
46	Qualitative Meta-Synthesis of User Experience of Computerised Therapy for Depression and Anxiety. PLoS ONE, 2014, 9, e84323.	1.1	148
47	RepliCHI. , 2013, , .		30
48	Using crowdsourcing to support pro-environmental community activism. , 2013, , .		101
49	Engagement with online mental health interventions. , 2012, , .		151
50	Interaction design and emotional wellbeing. , 2012, , .		17
51	Designing wellbeing. , 2012, , .		17
52	I did that! Measuring users' experience of agency in their own actions. , 2012, , .		92
53	Exploratory evaluations of a computer game supporting cognitive behavioural therapy for adolescents. , 2011, , .		87
54	Design and evaluation guidelines for mental health technologies. Interacting With Computers, 2010, 22, 243-252.	1.0	147

#	ARTICLE	IF	CITATIONS
55	PlayWrite. , 2010, , .		12
56	An Evaluation of a Solution Focused Computer Game in Adolescent Interventions. Clinical Child Psychology and Psychiatry, 2009, 14, 345-360.	0.8	62
57	Clinical evaluations and collaborative design. , 2009, , .		53
58	Towards Ontologies for Technology in Mental Health Interventions. , 2008, , .		3
59	Designing Mobile Applications to Support Mental Health Interventions. , 2008, , 635-656.		78
60	Computers in talk-based mental health interventions. Interacting With Computers, 2007, 19, 545-562.	1.0	114
61	Personal Investigator: A therapeutic 3D game for adolescent psychotherapy. Interactive Technology and Smart Education, 2005, 2, 73-88.	3.8	85
62	“We live in the moment” Experiences of people with Intellectual Disabilities and Clinicians of Computer-Assisted Mindfulness and Relaxation. British Journal of Learning Disabilities, 0, , .	0.8	4