

Lora Appel

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5830245/publications.pdf>

Version: 2024-02-01

19
papers

420
citations

1163117

8
h-index

1125743

13
g-index

20
all docs

20
docs citations

20
times ranked

382
citing authors

#	ARTICLE	IF	CITATIONS
1	Older Adults With Cognitive and/or Physical Impairments Can Benefit From Immersive Virtual Reality Experiences: A Feasibility Study. <i>Frontiers in Medicine</i> , 2019, 6, 329.	2.6	138
2	Testing the validity of social capital measures in the study of information and communication technologies. <i>Information, Communication and Society</i> , 2014, 17, 398-416.	4.0	111
3	Short message service or disService: Issues with text messaging in a complex medical environment. <i>International Journal of Medical Informatics</i> , 2014, 83, 278-284.	3.3	29
4	Young adults' online participation behaviors: An exploratory study of web 2.0 use for political engagement. <i>Information Polity</i> , 2012, 17, 163-176.	0.8	28
5	Virtual reality to promote wellbeing in persons with dementia: A scoping review. <i>Journal of Rehabilitation and Assistive Technologies Engineering</i> , 2021, 8, 205566832110539.	0.9	26
6	Administering Virtual Reality Therapy to Manage Behavioral and Psychological Symptoms in Patients With Dementia Admitted to an Acute Care Hospital: Results of a Pilot Study. <i>JMIR Formative Research</i> , 2021, 5, e22406.	1.4	22
7	Introducing virtual reality therapy for inpatients with dementia admitted to an acute care hospital: learnings from a pilot to pave the way to a randomized controlled trial. <i>Pilot and Feasibility Studies</i> , 2020, 6, 166.	1.2	21
8	Put a Face to a Name: A Randomized Controlled Trial Evaluating the Impact of Providing Clinician Photographs on Inpatients' Recall. <i>American Journal of Medicine</i> , 2015, 128, 82-89.	1.5	10
9	Virtual Reality for Veteran Relaxation (VR2) – Introducing VR-Therapy for Veterans With Dementia – Challenges and Rewards of the Therapists Behind the Scenes. <i>Frontiers in Virtual Reality</i> , 2021, 2, .	3.7	7
10	Young adults and online political participation. , 2011, , .		6
11	Virtual Reality for Veteran Relaxation: Can VR Therapy Help Veterans Living With Dementia Who Exhibit Responsive Behaviors?. <i>Frontiers in Virtual Reality</i> , 2022, 2, .	3.7	6
12	Improving humanitarian needs assessments through natural language processing. <i>IBM Journal of Research and Development</i> , 2020, 64, 9:1-9:14.	3.1	5
13	CVRRICULUM Program: Benefits and Challenges of Embedding Virtual Reality as an Educational Medium in Undergraduate Curricula. <i>International Journal for Innovation Education and Research</i> , 2021, 9, 219-236.	0.1	5
14	Put a Face to a Name: Providing Hospital Patients with Photographs of Their Care-Team Members May Improve Patient-Clinician Communication and Increase Overall Patient Satisfaction. , 2013, , .		2
15	VRCHIVE: experiences conducting an online workshop teaching intergenerational participants to create virtual reality films about their lives during the COVID pandemic. <i>Educational Gerontology</i> , 0, , 1-26.	1.3	2
16	SafeHome App:. , 2018, , .		1
17	SafeHome: A Serious Game to Promote Safe Environments for Persons Living with Dementia. <i>Cureus</i> , 2020, 12, e6949.	0.5	1
18	The Reply. <i>American Journal of Medicine</i> , 2015, 128, e67.	1.5	0

#	ARTICLE	IF	CITATIONS
19	Simulated-Person Methodology Workshop: Enhancing Pedagogical Practices within Higher Education. International Journal for Cross-Disciplinary Subjects in Education, 2017, 8, 3283-3292.	0.1	0