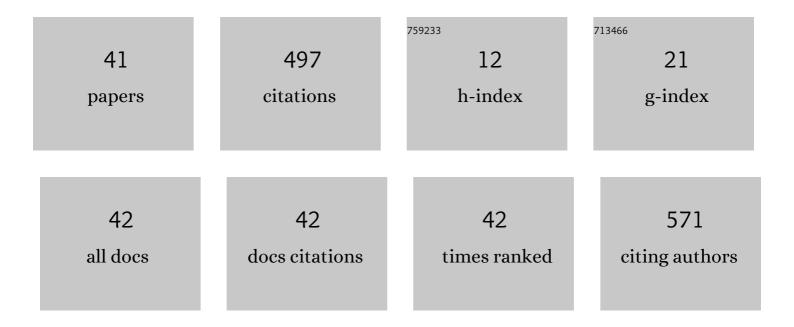
Mark A Symmons

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/5935117/publications.pdf Version: 2024-02-01



#	Article	IF	CITATIONS
1	Measuring teamwork performance: Validity testing of the Team Emergency Assessment Measure (TEAM) with clinical resuscitation teams. Resuscitation, 2016, 101, 97-101.	3.0	90
2	Mass timber construction as an alternative to concrete and steel in the Australia building industry: a PESTEL evaluation of the potential. International Wood Products Journal, 2015, 6, 138-147.	1.1	68
3	Eye tracking to investigate cue processing in medical decision-making: A scoping review. Computers in Human Behavior, 2017, 66, 52-66.	8.5	52
4	Raised Line Drawings are Spontaneously Explored with a Single Finger. Perception, 2000, 29, 621-626.	1.2	35
5	Simulated versus traditional occupational therapy placements: A randomised controlled trial. Australian Occupational Therapy Journal, 2018, 65, 556-564.	1.1	31
6	Clinical deterioration of ward patients in the presence of antecedents: A systematic review and narrative synthesis. Australian Critical Care, 2019, 32, 411-420.	1.3	26
7	Components of Haptic Information: Skin Rivals Kinaesthesis. Perception, 2008, 37, 1596-1604.	1.2	20
8	Can you tickle yourself if you swap bodies with someone else?. Consciousness and Cognition, 2014, 23, 1-11.	1.5	17
9	Effectiveness and cost-effectiveness of embedded simulation in occupational therapy clinical practice education: study protocol for a randomised controlled trial. Trials, 2017, 18, 345.	1.6	15
10	The TDS: a new device for comparing active and passive-guided touch. IEEE Transactions on Rehabilitation Engineering: A Publication of the IEEE Engineering in Medicine and Biology Society, 2000, 8, 414-417.	1.4	14
11	Nurses' cognitive and perceptual bias in the identification of clinical deterioration cues. Australian Critical Care, 2020, 33, 333-342.	1.3	14
12	Visual and haptic influence on perception of stimulus size. Attention, Perception, and Psychophysics, 2010, 72, 813-822.	1.3	12
13	Inattentional blindness and pattern-matching failure: The case of failure to recognize clinical cues. Applied Ergonomics, 2018, 73, 174-182.	3.1	12
14	Cognitive Load Can Explain Differences in Active and Passive Touch. Lecture Notes in Computer Science, 2012, , 91-102.	1.3	12
15	Video strategies improved health professional knowledge across different contexts: a helix counterbalanced randomized controlled study. Journal of Clinical Epidemiology, 2019, 112, 1-11.	5.0	11
16	Ecodrive Training Delivers Substantial Fuel Savings for Heavy Vehicle Drivers. , 2009, , .		10
17	Modification of Magnitude Estimations in Thermotactile Perception during Self-Generated and Externally Generated Movements. Perception, 2005, 34, 231-236.	1.2	9
18	Population based case–control study of serious non-fatal motorcycle crashes. BMC Public Health, 2013, 13, 72.	2.9	9

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19	Intrasensory Attention: Kinaesthetic versus Cutaneous Inputs. Perception, 2007, 36, 880-887.	1.2	8
20	The contribution of virtual reality to research on sensory feedback in remote control. Virtual Reality, 2006, 9, 234-242.	6.1	5
21	Capture of kinesthesis by a competing cutaneous input. Attention, Perception, and Psychophysics, 2012, 74, 1539-1551.	1.3	5
22	Emotional Awareness and Decision-Making in the Context of Computer-Mediated Psychotherapy. Journal of Healthcare Informatics Research, 2019, 3, 345-370.	7.6	3
23	The Exograsp delivers tactile and kinaesthetic information about virtual objects. , 2005, , .		2
24	Active and Passive Movements Give Rise to Different Judgments of Coldness. Perception, 2006, 35, 573-575.	1.2	2
25	Touch Can Be as Accurate as Passively-Guided Kinaesthesis in Length Perception. Multisensory Research, 2013, 26, 417-428.	1.1	2
26	Training paradigms to enhance clinical observational skills in clinical practice: A scoping review. Journal of Nursing Education and Practice, 2015, 5, .	0.2	2
27	The Misperception of Length in Vision, Haptics and Audition. Lecture Notes in Computer Science, 2012, , 55-60.	1.3	2
28	A Comparison of the Haptic and Visual Horizontal-Vertical Illusion. Lecture Notes in Computer Science, 2010, , 347-352.	1.3	2
29	Cutaneous Inputs Yield Judgments of Line Length That Are Equal to, or Better Than, Those Based on Kinesthetic Inputs. Lecture Notes in Computer Science, 2012, , 25-30.	1.3	2
30	Active vs passive touch: the state of play and the future. , 2007, , .		1
31	A precision-of-information explanation of sensory dominance. International Journal of Advanced Intelligence Paradigms, 2011, 3, 240.	0.3	1
32	The more they move the less they know: Cutaneous capture of kinesthesis?. , 2012, , .		1
33	Exploring the Why of Psychologist Misconduct and Malpractice: A Thematic Analysis of Court Decision Documents. Australian Psychologist, 2018, 53, 454-463.	1.6	1
34	A Simulator Comparison of Riding Performance Between New, Returned and Continuing Motorcycle Riders. , 2011, , .		1
35	The equivalence of vision and haptics when matched spatiotemporally. , 2009, , .		0
36	Adding thermal information to multisensory inputs in simulated environments. International Journal of Intelligent Defence Support Systems, 2009, 2, 350.	0.1	0

#	Article	IF	CITATIONS
37	Direct comparison of the haptic and visual horizontal–vertical illusions using traditional figures and single lines. Seeing and Perceiving, 2012, 25, 182.	0.3	0
38	A Reverse Horizontal-Vertical Illusion? Auditory Length Perception and Its Relevance to Virtual Environments. , 2013, , .		0
39	Biases in visuo-haptic matching of curvature. , 2013, , .		0
40	Driving Simulator Evaluation of a Vehicle Rear-MountedHeavy Braking Light With and Without Distraction. , 2007, , .		0
41	Modes of Delivering Psychotherapy. International Journal of Reliable and Quality E-Healthcare, 2017, 6, 1-23.	1.1	0