

Yvonne A W De Kort

List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

81
papers

3,013
citations

32
h-index

54
g-index

85
ext. papers

3,710
ext. citations

3.8
avg, IF

5.78
L-index

#	Paper	IF	Citations
81	Digital game design for elderly users 2007 ,		245
80	A higher illuminance induces alertness even during office hours: findings on subjective measures, task performance and heart rate measures. <i>Physiology and Behavior</i> , 2012 , 107, 7-16	3.5	164
79	Is This My Hand I See Before Me? The Rubber Hand Illusion in Reality, Virtual Reality, and Mixed Reality. <i>Presence: Teleoperators and Virtual Environments</i> , 2006 , 15, 455-464	2.9	131
78	What's wrong with virtual trees? Restoring from stress in a mediated environment. <i>Journal of Environmental Psychology</i> , 2006 , 26, 309-320	6.7	128
77	Light distribution in dynamic street lighting: Two experimental studies on its effects on perceived safety, prospect, concealment, and escape. <i>Journal of Environmental Psychology</i> , 2012 , 32, 342-352	6.7	117
76	Bright light and mental fatigue: Effects on alertness, vitality, performance and physiological arousal. <i>Journal of Environmental Psychology</i> , 2014 , 39, 77-91	6.7	115
75	The effect of similarities in skin texture and hand shape on perceived ownership of a fake limb. <i>Body Image</i> , 2008 , 5, 389-94	7.4	115
74	"It is always a lot of fun!" 2007 ,		109
73	People, places, and play. <i>Computers in Entertainment</i> , 2008 , 6, 1-11		99
72	Persuasive Technology for Human Well-Being: Setting the Scene. <i>Lecture Notes in Computer Science</i> , 2006 , 1-5	0.9	80
71	Salutogenic effects of the environment: review of health protective effects of nature and daylight. <i>Applied Psychology: Health and Well-Being</i> , 2014 , 6, 67-95	6.8	77
70	Shared Fun Is Doubled Fun: Player Enjoyment as a Function of Social Setting. <i>Lecture Notes in Computer Science</i> , 2008 , 106-117	0.9	76
69	Lighting in retail environments: Atmosphere perception in the real world. <i>Lighting Research and Technology</i> , 2010 , 42, 331-343	2	75
68	Virtual Laboratories: Comparability of Real and Virtual Environments for Environmental Psychology. <i>Presence: Teleoperators and Virtual Environments</i> , 2003 , 12, 360-373	2.9	71
67	Pleasure to play, arousal to stay: the effect of player emotions on digital game preferences and playing time. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2012 , 15, 1-6	4.4	67
66	Effects of dynamic lighting on office workers: First results of a field study with monthly alternating settings. <i>Lighting Research and Technology</i> , 2010 , 42, 345-360	2	65
65	Persuasive Trash Cans: Activation of Littering Norms by Design. <i>Environment and Behavior</i> , 2008 , 40, 870-891	5.6	65

64	Natural resistance: Exposure to nature and self-regulation, mood, and physiology after ego-depletion. <i>Journal of Environmental Psychology</i> , 2014 , 40, 167-178	6.7	60
63	Light, Alertness, and Alerting Effects of White Light: A Literature Overview. <i>Journal of Biological Rhythms</i> , 2018 , 33, 589-601	3.2	58
62	Investigating daytime effects of correlated colour temperature on experiences, performance, and arousal. <i>Journal of Environmental Psychology</i> , 2017 , 50, 80-93	6.7	55
61	Virtual Fitness: Stimulating Exercise Behavior through Media Technology. <i>Presence: Teleoperators and Virtual Environments</i> , 2006 , 15, 688-698	2.9	54
60	Daytime light exposure and feelings of vitality: Results of a field study during regular weekdays. <i>Journal of Environmental Psychology</i> , 2013 , 36, 270-279	6.7	52
59	Perceived Drivers and Barriers to the Adoption of eMental Health by Psychologists: The Construction of the Levels of Adoption of eMental Health Model. <i>Journal of Medical Internet Research</i> , 2018 , 20, e153	7.6	48
58	Non-image forming effects of illuminance level: Exploring parallel effects on physiological arousal and task performance. <i>Physiology and Behavior</i> , 2016 , 164, 129-39	3.5	48
57	Out of sight, out of mind 2010 ,		47
56	Influence of social setting on player experience of digital games 2008 ,		46
55	Mental Health Care Goes Online: Practitioners' Experiences of Providing Mental Health Care During the COVID-19 Pandemic. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020 , 23, 860-864	4.4	45
54	Non-image forming effects of illuminance and correlated color temperature of office light on alertness, mood, and performance across cognitive domains. <i>Building and Environment</i> , 2019 , 149, 253-263	6.5	41
53	The natural context of wellbeing: Ecological momentary assessment of the influence of nature and daylight on affect and stress for individuals with depression levels varying from none to clinical. <i>Health and Place</i> , 2018 , 49, 7-18	4.6	41
52	Automated blinds with light feedback to increase occupant satisfaction and energy saving. <i>Building and Environment</i> , 2016 , 103, 70-85	6.5	37
51	Let the sun shine! Measuring explicit and implicit preference for environments differing in naturalness, weather type and brightness. <i>Journal of Environmental Psychology</i> , 2013 , 36, 162-178	6.7	35
50	Active Involvement of People with Dementia: A Systematic Review of Studies Developing Supportive Technologies. <i>Journal of Alzheimeris Disease</i> , 2019 , 69, 1041-1065	4.3	31
49	Seasonal and time-of-day variations in acute non-image forming effects of illuminance level on performance, physiology, and subjective well-being. <i>Chronobiology International</i> , 2017 , 34, 827-844	3.6	30
48	Lighting up the office: The effect of wall luminance on room appraisal, office workers' performance, and subjective alertness. <i>Building and Environment</i> , 2018 , 142, 534-543	6.5	28
47	Tutorial: Theoretical Considerations When Planning Research on Human Factors in Lighting. <i>LEUKOS - Journal of Illuminating Engineering Society of North America</i> , 2019 , 15, 85-96	3.5	26

46	Investigation of Dose-Response Relationships for Effects of White Light Exposure on Correlates of Alertness and Executive Control during Regular Daytime Working Hours. <i>Journal of Biological Rhythms</i> , 2018 , 33, 649-661	3.2	26
45	Identification and Categorization of Digital Game Experiences: A Qualitative Study Integrating Theoretical Insights and Player Perspectives. <i>Westminster Papers in Communication and Culture</i> , 2015 , 9, 107	0.6	25
44	Need for recovery in offices: Behavior-based assessment. <i>Journal of Environmental Psychology</i> , 2012 , 32, 126-134	6.7	24
43	Fun and Sports: Enhancing the Home Fitness Experience. <i>Lecture Notes in Computer Science</i> , 2004 , 46-56	0.9	24
42	OPOS 2008 ,		23
41	Reality check: the role of realism in stress reduction using media technology. <i>Cyberpsychology, Behavior and Social Networking</i> , 2006 , 9, 230-3		21
40	Between Challenge and Defeat: Repeated Player-Death and Game Enjoyment. <i>Media Psychology</i> , 2012 , 15, 443-459	2.9	20
39	Privacy Needs in Office Environments. <i>European Psychologist</i> , 2007 , 12, 93-102	4.4	20
38	Effect of a Virtual Coach on Athletes' Motivation. <i>Lecture Notes in Computer Science</i> , 2006 , 158-161	0.9	18
37	Seeing the First-Person Perspective in Dementia: A Qualitative Personal Evaluation Game to Evaluate Assistive Technology for People Affected by Dementia in the Home Context. <i>Interacting With Computers</i> , 2015 , 27, 47-59	1.6	15
36	A Room with a Cue: The Efficacy of Movement Parallax, Occlusion, and Blur in Creating a Virtual Window. <i>Presence: Teleoperators and Virtual Environments</i> , 2008 , 17, 269-282	2.9	14
35	Higher light intensity induces modulations in brain activity even during regular daytime working hours. <i>Lighting Research and Technology</i> , 2016 , 48, 433-448	2	12
34	Relation between the perceived atmosphere of a lit environment and perceptual attributes of light. <i>Lighting Research and Technology</i> , 2018 , 50, 1164-1178	2	12
33	World of Warcraft, the aftermath: How game elements transfer into perceptions, associations and (day)dreams in the everyday life of massively multiplayer online role-playing game players. <i>New Media and Society</i> , 2015 , 17, 1137-1153	3.8	11
32	Restoration in Its Natural Context: How Ecological Momentary Assessment Can Advance Restoration Research. <i>International Journal of Environmental Research and Public Health</i> , 2016 , 13, 420	4.6	11
31	Interpersonal connectedness 2008 ,		9
30	Predicting Context-Dependent Cross-Modal Associations with Dimension-Specific Polarity Attributions Part 1 [Brightness and Aggression. <i>Collabra: Psychology</i> , 2018 , 4,	2.8	9
29	Integration of Online Treatment Into the "New Normal" in Mental Health Care in Post-COVID-19 Times: Exploratory Qualitative Study. <i>JMIR Formative Research</i> , 2020 , 4, e21344	2.5	9

28	A Comparison of Methodologies to Investigate the Influence of Light on the Atmosphere of a Space. <i>LEUKOS - Journal of Illuminating Engineering Society of North America</i> , 2018 , 14, 167-191	3.5	8
27	Thinking of nature: associations with natural versus urban environments and their relation to preference. <i>Landscape Research</i> , 2019 , 44, 374-392	1.4	8
26	Digital Games, the Aftermath: Qualitative Insights into Postgame Experiences. <i>Human-computer Interaction Series</i> , 2010 , 149-163	0.6	8
25	Convergent and construct validity and test-retest reliability of the Caen Chronotype Questionnaire in six languages. <i>Chronobiology International</i> , 2018 , 35, 1294-1304	3.6	7
24	User Experience of Gesture Based Interfaces: A Comparison with Traditional Interaction Methods on Pragmatic and Hedonic Qualities. <i>Lecture Notes in Computer Science</i> , 2012 , 36-47	0.9	7
23	Stopping the Train of Thought: A Pilot Study Using an Ecological Momentary Intervention with Twice-Daily Exposure to Natural versus Urban Scenes to Lower Stress and Rumination. <i>Applied Psychology: Health and Well-Being</i> , 2018 , 10, 236-253	6.8	6
22	Predicting Context-dependent Cross-modal Associations with Dimension-specific Polarity Attributions. Part 2: Red and Valence. <i>Collabra: Psychology</i> , 2018 , 4,	2.8	6
21	Abrupt light transitions in illuminance and correlated colour temperature result in different temporal dynamics and interindividual variability for sensation, comfort and alertness. <i>PLoS ONE</i> , 2021 , 16, e0243259	3.7	6
20	Yes Wii can! Using digital games as a rehabilitation platform after stroke - The role of social support 2009 ,		5
19	Atmosphere in an urban nightlife setting: A case study of the relationship between the socio-physical context and aggressive behavior. <i>Scandinavian Journal of Psychology</i> , 2018 , 59, 223-235	2.2	4
18	Can Special Light Glasses Reduce Sleepiness and Improve Sleep of Nightshift Workers? A Placebo-Controlled Explorative Field Study. <i>Clocks & Sleep</i> , 2020 , 2, 225-245	2.9	3
17	Sharing places 2008 ,		3
16	Contrasting dynamic light scenarios in an operational office: Effects on visual experience, alertness, cognitive performance, and sleep. <i>Building and Environment</i> , 2022 , 212, 108844	6.5	3
15	The effects of a novel personal comfort system on thermal comfort, physiology and perceived indoor environmental quality, and its health implications - Stimulating human thermoregulation without compromising thermal comfort. <i>Indoor Air</i> , 2021 ,	5.4	3
14	Striving for mental vigor through restorative activities: Application of the Campbell Paradigm to construct the Attitude toward mental vigor scale. <i>Mental Health and Prevention</i> , 2017 , 8, 20-26	2.3	2
13	Evaluating stereoscopic displays: both efficiency measures and perceived workload sensitive to manipulations in binocular disparity 2011 ,		2
12	Motivation in Home Fitnessing: Effects of Immersion and Movement. <i>Lecture Notes in Computer Science</i> , 2007 , 544-548	0.9	2
11	Bridging the Gap between the Home and the Lab: A Qualitative Study of Acceptance of an Avatar Feedback System. <i>Lecture Notes in Computer Science</i> , 2012 , 251-255	0.9	2

10	Putting the ceiling center stage – The impact of direct/indirect lighting on room appraisal. <i>Building and Environment</i> , 2021 , 201, 107989	6.5	2
9	Satisfaction with activity-support and physical home-workspace characteristics in relation to mental health during the COVID-19 pandemic. <i>Journal of Environmental Psychology</i> , 2022 , 101826	6.7	2
8	Exploring moral conflicts in speech: Multidisciplinary analysis of affect and stress 2017 ,		1
7	Integration of Online Treatment Into the New Normal – In Mental Health Care in Post-COVID-19 Times: Exploratory Qualitative Study (Preprint)		1
6	Perceived Drivers and Barriers to the Adoption of eMental Health by Psychologists: The Construction of the Levels of Adoption of eMental Health Model (Preprint)		1
5	Testing a Single-Case Experimental Design to Study Dynamic Light Exposure in People with Dementia Living at Home. <i>Applied Sciences (Switzerland)</i> , 2021 , 11, 10221	2.6	1
4	Behavioural biometrics: Using smartphone keyboard activity as a proxy for rest-activity patterns. <i>Journal of Sleep Research</i> , 2021 , 30, e13285	5.8	1
3	The influence of distractions of the home-work environment on mental health during the COVID-19 pandemic.. <i>Ergonomics</i> , 2022 , 1-22	2.9	1
2	Assessing Professionals' Adoption Readiness for eMental Health: Development and Validation of the eMental Health Adoption Readiness Scale. <i>Journal of Medical Internet Research</i> , 2021 , 23, e28518	7.6	0
1	Runners' Experience of Implicit Coaching Through Music. <i>Philips Research</i> , 2010 , 121-134		