

Zachary C Pope

List of Publications by Year in descending order

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Version: 2024-02-01

53
papers

1,377
citations

361045

20
h-index

377514

34
g-index

53
all docs

53
docs citations

53
times ranked

1649
citing authors

#	ARTICLE	IF	CITATIONS
1	Virtual Reality Exercise for Anxiety and Depression: A Preliminary Review of Current Research in an Emerging Field. <i>Journal of Clinical Medicine</i> , 2018, 7, 42.	1.0	137
2	Acute Effect of Virtual Reality Exercise Bike Games on College Students' Physiological and Psychological Outcomes. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2017, 20, 453-457.	2.1	105
3	Effects of exergaming on motor skill competence, perceived competence, and physical activity in preschool children. <i>Journal of Sport and Health Science</i> , 2019, 8, 106-113.	3.3	81
4	A systematic review of active video games on rehabilitative outcomes among older patients. <i>Journal of Sport and Health Science</i> , 2017, 6, 33-43.	3.3	80
5	The Role of Youth Sports in Promoting Children's Physical Activity and Preventing Pediatric Obesity: A Systematic Review. <i>Behavioral Medicine</i> , 2018, 44, 62-76.	1.0	76
6	Feasibility of smartphone application and social media intervention on breast cancer survivors' health outcomes. <i>Translational Behavioral Medicine</i> , 2019, 9, 11-22.	1.2	73
7	Effectiveness of Combined Smartwatch and Social Media Intervention on Breast Cancer Survivor Health Outcomes: A 10-Week Pilot Randomized Trial. <i>Journal of Clinical Medicine</i> , 2018, 7, 140.	1.0	68
8	Use of Wearable Technology and Social Media to Improve Physical Activity and Dietary Behaviors among College Students: A 12-Week Randomized Pilot Study. <i>International Journal of Environmental Research and Public Health</i> , 2019, 16, 3579.	1.2	66
9	Impact of exergaming on young children's school day energy expenditure and moderate-to-vigorous physical activity levels. <i>Journal of Sport and Health Science</i> , 2017, 6, 11-16.	3.3	64
10	The effects of a bike active video game on players' physical activity and motivation. <i>Journal of Sport and Health Science</i> , 2017, 6, 25-32.	3.3	52
11	Walking Green: Developing an Evidence Base for Nature Prescriptions. <i>International Journal of Environmental Research and Public Health</i> , 2019, 16, 4338.	1.2	47
12	Comparison of College Students' Energy Expenditure, Physical Activity, and Enjoyment during Exergaming and Traditional Exercise. <i>Journal of Clinical Medicine</i> , 2018, 7, 433.	1.0	44
13	Home-Based Exergaming on Preschoolers' Energy Expenditure, Cardiovascular Fitness, Body Mass Index and Cognitive Flexibility: A Randomized Controlled Trial. <i>Journal of Clinical Medicine</i> , 2019, 8, 1745.	1.0	44
14	Validity and reliability of eating disorder assessments used with athletes: A review. <i>Journal of Sport and Health Science</i> , 2015, 4, 211-221.	3.3	34
15	Acute Effects of Immersive Virtual Reality Exercise on Young Adults' Situational Motivation. <i>Journal of Clinical Medicine</i> , 2019, 8, 1947.	1.0	31
16	Associations between individual and environmental factors and habitual physical activity among older Chinese adults: A social-ecological perspective. <i>Journal of Sport and Health Science</i> , 2016, 5, 315-321.	3.3	30
17	The effect of green walking on heart rate variability: A pilot crossover study. <i>Environmental Research</i> , 2020, 185, 109408.	3.7	29
18	Comparison of College Students' Blood Pressure, Perceived Exertion, and Psychosocial Outcomes During Virtual Reality, Exergaming, and Traditional Exercise: An Exploratory Study. <i>Games for Health Journal</i> , 2020, 9, 290-296.	1.1	27

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19	Effect of Active Videogames on Underserved Children's Classroom Behaviors, Effort, and Fitness. <i>Games for Health Journal</i> , 2016, 5, 318-324.	1.1	25
20	Changes in Psychological and Cognitive Outcomes after Green versus Suburban Walking: A Pilot Crossover Study. <i>International Journal of Environmental Research and Public Health</i> , 2019, 16, 2894.	1.2	24
21	Effects of School-Based Exergaming on Urban Children's Physical Activity and Cardiorespiratory Fitness: A Quasi-Experimental Study. <i>International Journal of Environmental Research and Public Health</i> , 2019, 16, 4080.	1.2	21
22	The effects of active video games on patients' rehabilitative outcomes: A meta-analysis. <i>Preventive Medicine</i> , 2017, 95, 38-46.	1.6	19
23	Examining Young Children's Physical Activity and Sedentary Behaviors in an Exergaming Program Using Accelerometry. <i>Journal of Clinical Medicine</i> , 2018, 7, 302.	1.0	18
24	Validation of Four Smartwatches in Energy Expenditure and Heart Rate Assessment During Exergaming. <i>Games for Health Journal</i> , 2019, 8, 205-212.	1.1	16
25	Effects of Active Video Games on Children's Psychosocial Beliefs and School Day Energy Expenditure. <i>Journal of Clinical Medicine</i> , 2019, 8, 1268.	1.0	15
26	Accelerometer-Determined Physical Activity and Clinical Low Back Pain Measures in Adolescents With Chronic or Subacute Recurrent Low Back Pain. <i>Journal of Orthopaedic and Sports Physical Therapy</i> , 2017, 47, 769-774.	1.7	14
27	Association between Objective Activity Intensity and Heart Rate Variability: Cardiovascular Disease Risk Factor Mediation (CARDIA). <i>Medicine and Science in Sports and Exercise</i> , 2020, 52, 1314-1321.	0.2	13
28	Characterization of exhaled particle deposition and ventilation in an indoor setting. <i>Atmospheric Environment</i> , 2021, 262, 118602.	1.9	12
29	Effect of Children's Weight Status on Physical Activity and Sedentary Behavior during Physical Education, Recess, and After School. <i>Journal of Clinical Medicine</i> , 2020, 9, 2651.	1.0	11
30	Feasibility of smartphone application- and social media-based intervention on college students' health outcomes: A pilot randomized trial. <i>Journal of American College Health</i> , 2022, 70, 89-98.	0.8	11
31	Changes in Psychological State Measures After Green versus Suburban Walking Exercise: A Pilot Crossover Study. <i>Medicine and Science in Sports and Exercise</i> , 2019, 51, 227-227.	0.2	9
32	Regular aerobic exercise ameliorated troponin I carbonylation to mitigate aged rat soleus muscle functional recession. <i>Experimental Physiology</i> , 2019, 104, 715-728.	0.9	8
33	Accuracy of Commercially Available Smartwatches in Assessing Energy Expenditure During Rest and Exercise. <i>Journal for the Measurement of Physical Behaviour</i> , 2019, 2, 73-81.	0.5	8
34	Acute Effects of Virtual Reality Exercise Biking on College Students' Physical Responses. <i>Research Quarterly for Exercise and Sport</i> , 2022, 93, 633-639.	0.8	8
35	Localized and Whole-Room Effects of Portable Air Filtration Units on Aerosol Particle Deposition and Concentration in a Classroom Environment. <i>ACS ES&T Engineering</i> , 2022, 2, 653-669.	3.7	8
36	Acculturation and Adherence to Physical Activity Recommendations Among Chinese American and Non-Hispanic White Breast Cancer Survivors. <i>Journal of Immigrant and Minority Health</i> , 2019, 21, 80-88.	0.8	7

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37	Using the Transtheoretical Model to Examine the Effects of Exergaming on Physical Activity Among Children. <i>Journal of Physical Activity and Health</i> , 2015, 12, 1205-1212.	1.0	6
38	Retired Elite Athletes' Physical Activity, Physiological, and Psychosocial Outcomes During Single- and Double-Player Exergaming. <i>Journal of Strength and Conditioning Research</i> , 2019, 33, 3220-3225.	1.0	6
39	Resting heart rate and incidence of venous thromboembolism. <i>Research and Practice in Thrombosis and Haemostasis</i> , 2020, 4, 238-246.	1.0	6
40	Inactivation of replication-competent severe acute respiratory syndrome coronavirus 2 (SARS-CoV-2) on common surfaces by disinfectants. <i>Infection Control and Hospital Epidemiology</i> , 2023, 44, 504-506.	1.0	5
41	Effects of Body Mass Index on Children's Physical Activity Levels in School-Based "Dance Dance Revolution" Games for Health <i>Journal</i> , 2016, 5, 183-188.	1.1	4
42	Psychosocial and Behavioral Outcomes and Transmission Prevention Behaviors: Working During the Coronavirus Disease 2019 Pandemic. <i>Mayo Clinic Proceedings Innovations, Quality & Outcomes</i> , 2021, 5, 1089-1099.	1.2	4
43	Active video games and physical activity promotion. , 2017, , 165-203.		4
44	Inactivation of Replication-Competent Vesicular Stomatitis Virus as SARS-CoV-2 Surrogate on Common Surfaces by Disinfectants. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 7714.	1.2	2
45	Mobile device apps in enhancing physical activity. , 2017, , 106-128.		2
46	Associations among Objectively-determined Physical Activity, Cardiorespiratory Fitness and Cognitive Function in Preschool Children. <i>Medicine and Science in Sports and Exercise</i> , 2017, 49, 892.	0.2	1
47	Associations between Chinese College Students'™ Social Cognitive Beliefs, Physical Activity, and Health. <i>Medicine and Science in Sports and Exercise</i> , 2018, 50, 700.	0.2	1
48	Effects of Exergaming on College Students'™ Mood and Energy Expenditure Compared to Traditional Treadmill Exercise. <i>Medicine and Science in Sports and Exercise</i> , 2018, 50, 137.	0.2	1
49	Games for Health: The Tale of a Curious Student's Wish. <i>Games for Health Journal</i> , 2018, 7, 289-290.	1.1	0
50	Associations Between Children'™S Health-related Fitness And Physical Activity In Exergaming. <i>Medicine and Science in Sports and Exercise</i> , 2015, 47, 481-482.	0.2	0
51	The Effects Of Exergaming On Patients'™ Rehabilitative Outcomes. <i>Medicine and Science in Sports and Exercise</i> , 2016, 48, 69.	0.2	0
52	College Students'™ Situational Motivation and Physiological Outcomes during Single and Double Player Exergaming Conditions. <i>Medicine and Science in Sports and Exercise</i> , 2018, 50, 206.	0.2	0
53	Breast Cancer Survivors'™ Psychosocial Beliefs, Physical Activity and Quality of Life. <i>Medicine and Science in Sports and Exercise</i> , 2018, 50, 374.	0.2	0