

Samuel T Rodriguez

List of Publications by Year in descending order

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Version: 2024-02-01

29
papers

263
citations

932766

10
h-index

996533

15
g-index

31
all docs

31
docs citations

31
times ranked

267
citing authors

#	ARTICLE	IF	CITATIONS
1	Virtual Reality Augments Movement During Physical Therapy. American Journal of Physical Medicine and Rehabilitation, 2022, 101, 229-236.	0.7	3
2	Development and assessment of an efficient pediatric affect and cooperation scale. Journal of Clinical Anesthesia, 2022, 76, 110569.	0.7	4
3	Quantifying virtual reality pain modulation in healthy volunteers: A randomized, crossover study. Journal of Clinical Anesthesia, 2022, 80, 110876.	0.7	3
4	Using Augmented Reality to Reduce Fear and Promote Cooperation During Pediatric Otolaryngologic Procedures. Laryngoscope, 2021, 131, E1342-E1344.	1.1	12
5	Integrated eye tracking on Magic Leap One during augmented reality medical simulation: a technical report. BMJ Simulation and Technology Enhanced Learning, 2021, 7, bmjstel-2020-000782.	0.7	1
6	Unique considerations of virtual reality utilization for perioperative pediatric patients. Paediatric Anaesthesia, 2021, 31, 377-378.	0.6	2
7	Virtual reality for pediatric periprocedural care. Current Opinion in Anaesthesiology, 2021, 34, 284-291.	0.9	14
8	Leveraging Virtual Reality and Augmented Reality to Combat Chronic Pain in Youth: Position Paper From the Interdisciplinary Network on Virtual and Augmented Technologies for Pain Management. Journal of Medical Internet Research, 2021, 23, e25916.	2.1	16
9	Mindfulness-Based Virtual Reality Intervention for Children and Young Adults with Inflammatory Bowel Disease: A Pilot Feasibility and Acceptability Study. Children, 2021, 8, 368.	0.6	11
10	Real-time reorientation and cognitive load adjustment allow for broad application of virtual reality in a pediatric hospital.. Journal of Clinical and Translational Research, 2021, 7, 750-753.	0.3	0
11	Virtual reality during pediatric vascular access: A pragmatic, prospective randomized, controlled trial. Paediatric Anaesthesia, 2020, 30, 116-123.	0.6	30
12	Mobilization and calibration of the HTC VIVE for virtual reality physical therapy. Digital Health, 2020, 6, 205520762095092.	0.9	8
13	Impact of Audiovisual-Assisted Therapeutic Ambience in Radiation Therapy (AVATAR) on Anesthesia Use, Payer Charges, and Treatment Time in Pediatric Patients. Practical Radiation Oncology, 2020, 10, e272-e279.	1.1	8
14	A retrospective cohort study of predictors and interventions that influence cooperation with mask induction in children. Paediatric Anaesthesia, 2020, 30, 867-873.	0.6	2
15	Virtual Reality in Pain Rehabilitation for Youth With Chronic Pain: Pilot Feasibility Study. JMIR Rehabilitation and Assistive Technologies, 2020, 7, e22620.	1.1	29
16	Varying screen size for passive video distraction during induction of anesthesia in low-risk children: A pilot randomized controlled trial. Paediatric Anaesthesia, 2019, 29, 648-655.	0.6	12
17	Saphenous nerve block for medial foot surgery: Saphenous nerve beyond cutaneous sensory distribution. Journal of Clinical Anesthesia, 2019, 54, 160-161.	0.7	1
18	Virtual reality use in adult ICU to mitigate anxiety for a patient on V-V ECMO. Journal of Clinical Anesthesia, 2019, 55, 26-27.	0.7	10

#	ARTICLE	IF	CITATIONS
19	Continuous erector spinae plane block for an open pyeloplasty in an infant. <i>Journal of Clinical Anesthesia</i> , 2018, 47, 47-49.	0.7	23
20	A Retrospective Review of a Bed-mounted Projection System for Managing Pediatric Preoperative Anxiety. <i>Pediatric Quality & Safety</i> , 2018, 3, e087.	0.4	3
21	Commentary on A Body of Work: Painting a Decade of Gross Dissection. <i>Academic Medicine</i> , 2018, 93, 429-429.	0.8	0
22	Augmented reality for intravenous access in an autistic child with difficult access. <i>Paediatric Anaesthesia</i> , 2018, 28, 569-570.	0.6	12
23	Bedside Entertainment and Relaxation Theater: size and novelty does matter when using video distraction for perioperative pediatric anxiety. <i>Paediatric Anaesthesia</i> , 2017, 27, 668-669.	0.6	13
24	Initial clinical outcomes of audiovisual-assisted therapeutic ambience in radiation therapy (AVATAR). <i>Practical Radiation Oncology</i> , 2017, 7, 311-318.	1.1	19
25	Provider-controlled virtual reality experience may adjust for cognitive load during vascular access in pediatric patients. <i>Canadian Journal of Anaesthesia</i> , 2017, 64, 1275-1276.	0.7	13
26	Interactive video game built for mask induction in pediatric patients. <i>Canadian Journal of Anaesthesia</i> , 2017, 64, 1073-1074.	0.7	8
27	Contralateral osteotomy of the pedicle and posterolateral elements for en bloc resection: a technique for oncological resection of posterolateral spinal tumors. <i>Journal of Neurosurgery: Spine</i> , 2017, 26, 275-281.	0.9	5
28	The Transfer of Care. <i>Anesthesia and Analgesia</i> , 2015, 120, 687.	1.1	0
29	Artist's Statement. <i>Academic Medicine</i> , 2015, 90, 1527.	0.8	0