

# David K Swapp

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6862580/publications.pdf>

Version: 2024-02-01

39  
papers

1,685  
citations

430874

18  
h-index

434195

31  
g-index

42  
all docs

42  
docs citations

42  
times ranked

1505  
citing authors

#	ARTICLE	IF	CITATIONS
1	A Virtual Reprise of the Stanley Milgram Obedience Experiments. PLoS ONE, 2006, 1, e39.	2.5	448
2	Why you should look where you are going. Nature Neuroscience, 2000, 3, 647-648.	14.8	142
3	Bystander Responses to a Violent Incident in an Immersive Virtual Environment. PLoS ONE, 2013, 8, e52766.	2.5	131
4	An "In the Wild"™ Experiment on Presence and Embodiment using Consumer Virtual Reality Equipment. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 1406-1414.	4.4	121
5	Virtual reality and paranoid ideations in people with an "at-risk mental state"™ for psychosis. British Journal of Psychiatry, 2007, 191, s63-s68.	2.8	77
6	Interaction with co-located haptic feedback in virtual reality. Virtual Reality, 2006, 10, 24-30.	6.1	76
7	The use of virtual reality in the study of people's™ responses to violent incidents. Frontiers in Behavioral Neuroscience, 2009, 3, 59.	2.0	76
8	Virtual reality and persecutory delusions: Safety and feasibility. Schizophrenia Research, 2008, 104, 228-236.	2.0	69
9	The effect of virtual reality on visual vertigo symptoms in patients with peripheral vestibular dysfunction: A pilot study. Journal of Vestibular Research: Equilibrium and Orientation, 2012, 22, 273-281.	2.0	67
10	The Responses of Medical General Practitioners to Unreasonable Patient Demand for Antibiotics - A Study of Medical Ethics Using Immersive Virtual Reality. PLoS ONE, 2016, 11, e0146837.	2.5	63
11	Social defeat predicts paranoid appraisals in people at high risk for psychosis. Schizophrenia Research, 2015, 168, 16-22.	2.0	48
12	Atypical interference effect of action observation in autism spectrum conditions. Psychological Medicine, 2014, 44, 731-740.	4.5	40
13	Social Anxiety in Virtual Environments: Results of a Pilot Study. Cyberpsychology, Behavior and Social Networking, 2003, 6, 237-243.	2.2	38
14	The implementation of a novel walking interface within an immersive display. , 2010, , .		33
15	Full Body Acting Rehearsal in a Networked Virtual Environment " A Case Study. Presence: Teleoperators and Virtual Environments, 2012, 21, 229-243.	0.6	32
16	Beyond blur. ACM Transactions on Graphics, 2021, 40, 1-14.	7.2	29
17	Ubiquitous: A System to Build Flexible Social Virtual Reality Experiences. , 2021, , .		27
18	Participant concerns for the Learner in a Virtual Reality replication of the Milgram obedience study. PLoS ONE, 2018, 13, e0209704.	2.5	25

#	ARTICLE	IF	CITATIONS
19	Heading perception and the allocation of attention. <i>Vision Research</i> , 2000, 40, 2533-2543.	1.4	22
20	Action Sounds Modulate Arm Reaching Movements. <i>Frontiers in Psychology</i> , 2016, 7, 1391.	2.1	20
21	How Do People with Persecutory Delusions Evaluate Threat in a Controlled Social Environment? A Qualitative Study Using Virtual Reality. <i>Behavioural and Cognitive Psychotherapy</i> , 2015, 43, 89-107.	1.2	16
22	Hypersensitivity to Contingent Behavior in Paranoia. <i>Journal of Nervous and Mental Disease</i> , 2016, 204, 148-152.	1.0	12
23	Movement of environmental threats modifies the relevance of the defensive eye-blink in a spatially-tuned manner. <i>Scientific Reports</i> , 2019, 9, 3661.	3.3	9
24	A Study of Professional Awareness Using Immersive Virtual Reality: The Responses of General Practitioners to Child Safeguarding Concerns. <i>Frontiers in Robotics and AI</i> , 2018, 5, 80.	3.2	8
25	Up, Down, Near, Far: An Online Vestibular Contribution to Distance Judgement. <i>PLoS ONE</i> , 2017, 12, e0169990.	2.5	8
26	Bystander Affiliation Influences Intervention Behavior: A Virtual Reality Study. <i>SAGE Open</i> , 2021, 11, 215824402110400.	1.7	7
27	Where do we look when we steer and does it matter?. <i>Journal of Vision</i> , 2010, 1, 185-185.	0.3	7
28	Metameric Varifocal Holograms. , 2022, , .		7
29	Position-Based Control of Under-Constrained Haptics: A System for the Dexmo Glove. <i>IEEE Robotics and Automation Letters</i> , 2019, 4, 3497-3504.	5.1	6
30	The impact of enhanced projector display on the responses of people to a violent scenario in immersive virtual reality. , 2013, , .		4
31	Docking Haptics: Extending the Reach of Haptics by Dynamic Combinations of Grounded and Worn Devices. , 2020, , .		4
32	Quality of Service Impact on Edge Physics Simulations for VR. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2021, 27, 2691-2701.	4.4	3
33	Profiling Distributed Virtual Environments by Tracing Causality. , 2018, , .		2
34	Docking Haptics: Dynamic Combinations Of Grounded And Worn Devices. , 2020, , .		1
35	Consensus Based Networking of Distributed Virtual Environments. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2022, 28, 3138-3153.	4.4	1
36	A NOVEL EXPERIMENTAL DESIGN OF A REAL-TIME VR TRACKING DEVICE. <i>Proceedings of the Design Society</i> , 2021, 1, 171-180.	0.8	1

#	ARTICLE	IF	CITATIONS
37	Beyond blur. ACM Transactions on Graphics, 2021, 40, 1-14.	7.2	0
38	Mediating Performance through Virtual Agents. Lecture Notes in Computer Science, 2009, , 439-445.	1.3	0
39	Design Interfaces with VR. , 2022, , .		0