

Thomas D Parsons

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7339379/publications.pdf>

Version: 2024-02-01

168
papers

6,701
citations

81743

39
h-index

71532

76
g-index

183
all docs

183
docs citations

183
times ranked

6202
citing authors

#	ARTICLE	IF	CITATIONS
1	Affective outcomes of virtual reality exposure therapy for anxiety and specific phobias: A meta-analysis. <i>Journal of Behavior Therapy and Experimental Psychiatry</i> , 2008, 39, 250-261.	0.6	758
2	The prevalence and incidence of neurocognitive impairment in the HAART era. <i>Aids</i> , 2007, 21, 1915-1921.	1.0	539
3	Cognitive sequelae of subthalamic nucleus deep brain stimulation in Parkinson's disease: a meta-analysis. <i>Lancet Neurology</i> , The, 2006, 5, 578-588.	4.9	447
4	Virtual Reality for Enhanced Ecological Validity and Experimental Control in the Clinical, Affective and Social Neurosciences. <i>Frontiers in Human Neuroscience</i> , 2015, 9, 660.	1.0	417
5	Sex differences in mental rotation and spatial rotation in a virtual environment. <i>Neuropsychologia</i> , 2004, 42, 555-562.	0.7	289
6	A Controlled Clinical Comparison of Attention Performance in Children with ADHD in a Virtual Reality Classroom Compared to Standard Neuropsychological Methods. <i>Child Neuropsychology</i> , 2007, 13, 363-381.	0.8	225
7	A Virtual Reality Scenario for All Seasons: <i>The Virtual Classroom</i>. <i>CNS Spectrums</i> , 2009, 11, 35-44.	0.7	213
8	Virtual reality in paediatric rehabilitation: A review. <i>Developmental Neurorehabilitation</i> , 2009, 12, 224-238.	0.5	158
9	Virtual Reality for Research in Social Neuroscience. <i>Brain Sciences</i> , 2017, 7, 42.	1.1	140
10	Virtual Reality Goes to War: A Brief Review of the Future of Military Behavioral Healthcare. <i>Journal of Clinical Psychology in Medical Settings</i> , 2011, 18, 176-187.	0.8	137
11	Initial Validation of a Virtual Environment for Assessment of Memory Functioning: Virtual Reality Cognitive Performance Assessment Test. <i>Cyberpsychology, Behavior and Social Networking</i> , 2008, 11, 17-25.	2.2	123
12	Optimal Arousal Identification and Classification for Affective Computing Using Physiological Signals: Virtual Reality Stroop Task. <i>IEEE Transactions on Affective Computing</i> , 2010, 1, 109-118.	5.7	120
13	The potential of function-led virtual environments for ecologically valid measures of executive function in experimental and clinical neuropsychology. <i>Neuropsychological Rehabilitation</i> , 2017, 27, 777-807.	1.0	102
14	Practice parameters facilitating adoption of advanced technologies for enhancing neuropsychological assessment paradigms. <i>Clinical Neuropsychologist</i> , 2018, 32, 16-41.	1.5	82
15	Modality specific assessment of video game player's experience using the Emotiv. <i>Entertainment Computing</i> , 2015, 7, 1-6.	1.8	81
16	Virtual Reality in Pediatric Psychology. <i>Pediatrics</i> , 2017, 140, S86-S91.	1.0	80
17	NEUROCOGNITIVE DIFFERENTIAL DIAGNOSIS OF DEMENTING DISEASES: ALZHEIMER'S DEMENTIA, VASCULAR DEMENTIA, FRONTOTEMPORAL DEMENTIA, AND MAJOR DEPRESSIVE DISORDER. <i>International Journal of Neuroscience</i> , 2006, 116, 1271-1293.	0.8	79
18	Immersiveness and Physiological Arousal within Panoramic Video-Based Virtual Reality. <i>Cyberpsychology, Behavior and Social Networking</i> , 2007, 10, 508-515.	2.2	78

#	ARTICLE	IF	CITATIONS
19	Media Multitasking and Cognitive, Psychological, Neural, and Learning Differences. Pediatrics, 2017, 140, S62-S66.	1.0	78
20	Validity of the Virtual Reality Stroop Task (VRST) in active duty military. Journal of Clinical and Experimental Neuropsychology, 2013, 35, 113-123.	0.8	77
21	Virtual reality Stroop task for assessment of supervisory attentional processing. Journal of Clinical and Experimental Neuropsychology, 2013, 35, 812-826.	0.8	76
22	Gender Differences and Cognition Among Older Adults. Aging, Neuropsychology, and Cognition, 2005, 12, 78-88.	0.7	69
23	Pattern of neuropsychological performance among HIV positive patients in Uganda. BMC Neurology, 2007, 7, 8.	0.8	69
24	Evaluating Player Task Engagement and Arousal Using Electroencephalography. Procedia Manufacturing, 2015, 3, 2303-2310.	1.9	69
25	MEMORY IMPROVEMENT WITH TREATMENT OF HYPOTHYROIDISM. International Journal of Neuroscience, 2006, 116, 895-906.	0.8	66
26	Adaptive virtual environments for neuropsychological assessment in serious games. IEEE Transactions on Consumer Electronics, 2012, 58, 197-204.	3.0	65
27	Bimodal Virtual Reality Stroop for Assessing Distractor Inhibition in Autism Spectrum Disorders. Journal of Autism and Developmental Disorders, 2016, 46, 1255-1267.	1.7	59
28	Virtual reality for psychological assessment in clinical practice.. Practice Innovations (Washington,) Tj ETQq0 0 0 rgBT/Overlock 10 Tf 50	0.5	58
29	Virtual Patients for Clinical Therapist Skills Training. Lecture Notes in Computer Science, 2007, , 197-210.	1.0	57
30	Better quality of life with neuropsychological improvement on HAART. Health and Quality of Life Outcomes, 2006, 4, 11.	1.0	56
31	Speech emotion estimation in 3D space. , 2010, , .		53
32	Timed Gait Test: Normative Data for the Assessment of the AIDS Dementia Complex. Journal of Clinical and Experimental Neuropsychology, 2006, 28, 1053-1064.	0.8	49
33	Better than the real thing: Eliciting fear with moving and static computer-generated stimuli. International Journal of Psychophysiology, 2010, 78, 107-114.	0.5	49
34	Virtual Reality and Brain Computer Interface in Neurorehabilitation. Baylor University Medical Center Proceedings, 2016, 29, 124-127.	0.2	47
35	Application of virtual environments in a multi-disciplinary day neurorehabilitation program to improve executive functioning using the Stroop task. NeuroRehabilitation, 2017, 41, 721-734.	0.5	46
36	Neurocognitive functioning and HAART in HIV and hepatitis C virus co-infection. Aids, 2006, 20, 1591-1595.	1.0	45

#	ARTICLE	IF	CITATIONS
37	A Comparison of Virtual Reality Classroom Continuous Performance Tests to Traditional Continuous Performance Tests in Delineating ADHD: a Meta-Analysis. <i>Neuropsychology Review</i> , 2019, 29, 338-356.	2.5	44
38	Collaborative Filtering for Brain-Computer Interaction Using Transfer Learning and Active Class Selection. <i>PLoS ONE</i> , 2013, 8, e56624.	1.1	43
39	Beyond Distraction: Virtual Reality Graded Exposure Therapy as Treatment for Pain-Related Fear and Disability in Chronic Pain. <i>Journal of Applied Biobehavioral Research</i> , 2014, 19, 106-126.	2.0	43
40	Statistical Power of Studies Examining the Cognitive Effects of Subthalamic Nucleus Deep Brain Stimulation in Parkinson's Disease. <i>Clinical Neuropsychologist</i> , 2006, 20, 27-38.	1.5	42
41	Application of Reliable Change Indices to Computerized Neuropsychological Measures of Concussion. <i>International Journal of Neuroscience</i> , 2009, 119, 492-507.	0.8	42
42	SimCoach: an intelligent virtual human system for providing healthcare information and support. <i>International Journal on Disability and Human Development</i> , 2011, 10, .	0.2	42
43	Evaluation of Justina: A Virtual Patient with PTSD. <i>Lecture Notes in Computer Science</i> , 2008, , 394-408.	1.0	39
44	Neuropsychological Assessment Using Virtual Environments: Enhanced Assessment Technology for Improved Ecological Validity. <i>Studies in Computational Intelligence</i> , 2011, , 271-289.	0.7	39
45	Validity of a Newly Developed Measure of Memory: Feasibility Study of the Virtual Environment Grocery Store. <i>Journal of Alzheimer's Disease</i> , 2017, 59, 1227-1235.	1.2	37
46	Virtual humans for assisted health care. , 2008, , .		36
47	Neurocognitive and Psychophysiological Interfaces for Adaptive Virtual Environments. <i>Advances in Healthcare Information Systems and Administration Book Series</i> , 2011, , 208-233.	0.2	35
48	Thoughts of Death and Suicidal Ideation in Nonpsychiatric Human Immunodeficiency Virus Seropositive Individuals. <i>Death Studies</i> , 2006, 30, 455-469.	1.8	34
49	Picture Interpretation Test (PIT) 360°: An Innovative Measure of Executive Functions. <i>Scientific Reports</i> , 2017, 7, 16000.	1.6	34
50	Objective structured clinical interview training using a virtual human patient. <i>Studies in Health Technology and Informatics</i> , 2008, 132, 357-62.	0.2	32
51	Verbal fluency in HIV infection: A meta-analytic review. <i>Journal of the International Neuropsychological Society</i> , 2007, 13, 183-9.	1.2	30
52	An initial validation of the Virtual Reality Paced Auditory Serial Addition Test in a college sample. <i>Journal of Neuroscience Methods</i> , 2014, 222, 15-23.	1.3	28
53	Extended Reality for the Clinical, Affective, and Social Neurosciences. <i>Brain Sciences</i> , 2020, 10, 922.	1.1	28
54	Brain-computer interface for individuals after spinal cord injury.. <i>Rehabilitation Psychology</i> , 2016, 61, 435-441.	0.7	27

#	ARTICLE	IF	CITATIONS
55	Development and Clinical Results from the Virtual Iraq Exposure Therapy Application for PTSD. , 2009, ,		26
56	An initial validation of the Virtual Environment Grocery Store. Journal of Neuroscience Methods, 2017, 291, 13-19.	1.3	26
57	Interactions Between Threat and Executive Control in a Virtual Reality Stroop Task. IEEE Transactions on Affective Computing, 2018, 9, 66-75.	5.7	26
58	An ecological measure to screen executive functioning in MS: the Picture Interpretation Test (PIT) 360°. Scientific Reports, 2019, 9, 5690.	1.6	26
59	Ecological Validity in Virtual Reality-Based Neuropsychological Assessment. Advances in Information Quality and Management, 2014, , 1006-1015.	0.3	26
60	Human Computer Interaction in Virtual Standardized Patient Systems. Lecture Notes in Computer Science, 2009, , 514-523.	1.0	24
61	Ecologically Valid Assessments of Attention and Learning Engagement in Media Multitaskers. TechTrends, 2018, 62, 518-524.	1.4	23
62	Enhancing neurocognitive assessment using immersive virtual reality. , 2013, ,		22
63	Virtual Environments for Assessment of Social Exclusion in Autism: a Systematic Review. Review Journal of Autism and Developmental Disorders, 2018, 5, 408-421.	2.2	22
64	Neuroethics in Educational Technology: Keeping the Brain in Mind When Developing Frameworks for Ethical Decision-Making. Educational Communications and Technology: Issues and Innovations, 2019, , 195-209.	0.2	22
65	Paradigm Shift Toward Digital Neuropsychology and High-Dimensional Neuropsychological Assessments: Review. Journal of Medical Internet Research, 2020, 22, e23777.	2.1	22
66	Backpropagation and Regression: Comparative Utility for Neuropsychologists. Journal of Clinical and Experimental Neuropsychology, 2004, 26, 95-104.	0.8	19
67	Virtual Reality Stroop Task for neurocognitive assessment. Studies in Health Technology and Informatics, 2011, 163, 433-9.	0.2	18
68	Virtual Patients as Novel Teaching Tools in Psychiatry. Academic Psychiatry, 2012, 36, 398.	0.4	17
69	Virtual Apartment-Based Stroop for assessing distractor inhibition in healthy aging. Applied Neuropsychology Adult, 2019, 26, 144-154.	0.7	17
70	Ethical Challenges of Using Virtual Environments in the Assessment and Treatment of Psychopathological Disorders. Journal of Clinical Medicine, 2021, 10, 378.	1.0	16
71	Virtual Iraq: Initial Case Reports from a VR Exposure Therapy Application for Combat-Related Post Traumatic Stress Disorder. , 2007, ,		15
72	Validation of the Cognitive Assessment of Later Life Status (CALLS) instrument: a computerized telephonic measure. BMC Neurology, 2007, 7, 10.	0.8	15

#	ARTICLE	IF	CITATIONS
73	Virtual apartment stroop task: Comparison with computerized and traditional stroop tasks. Journal of Neuroscience Methods, 2018, 309, 35-40.	1.3	15
74	National Institutes of Health initiatives for advancing scientific developments in clinical neuropsychology. Clinical Neuropsychologist, 2019, 33, 246-270.	1.5	15
75	Virtual Reality Graded Exposure Therapy as Treatment for Pain-Related Fear and Disability in Chronic Pain. Intelligent Systems Reference Library, 2014, , 523-546.	1.0	15
76	Embodied Conversational Virtual Patients. , 2011, , 254-281.		15
77	Neurocognitive and psychophysiological analysis of human performance within virtual reality environments. Studies in Health Technology and Informatics, 2009, 142, 247-52.	0.2	15
78	Virtual reality posttraumatic stress disorder (PTSD) exposure therapy results with active duty OIF/OEF service members. International Journal on Disability and Human Development, 2011, 10, .	0.2	14
79	Virtual Simulations and the Second Life Metaverse. Advances in Social Networking and Online Communities Book Series, 0, , 234-250.	0.3	14
80	The MMPI-2 Fake Bad Scale: Concordance and Specificity of True and Estimated Scores. Journal of Clinical and Experimental Neuropsychology, 2006, 28, 1-12.	0.8	13
81	Active Class Selection for Arousal Classification. Lecture Notes in Computer Science, 2011, , 132-141.	1.0	13
82	Psychophysiology to Assess Impact of Varying Levels of Simulation Fidelity in a Threat Environment. Advances in Human-Computer Interaction, 2012, 2012, 1-9.	1.8	12
83	Assessment of Personality and Absorption for Mediated Environments in a College Sample. Cyberpsychology, Behavior, and Social Networking, 2015, 18, 752-756.	2.1	12
84	Virtual Teacher and Classroom for Assessment of Neurodevelopmental Disorders. Studies in Computational Intelligence, 2014, , 121-137.	0.7	12
85	STRIVE: Stress Resilience in Virtual Environments. , 2012, , .		10
86	Brain-computer interface targeting non-motor functions after spinal cord injury: a case report. Spinal Cord, 2015, 53, S25-S26.	0.9	10
87	A Review of Virtual Classroom Environments for Neuropsychological Assessment. Virtual Reality Technologies for Health and Clinical Applications, 2019, , 247-265.	0.8	10
88	Virtual reality paced serial assessment test for neuropsychological assessment of a military cohort. Studies in Health Technology and Informatics, 2012, 173, 331-7.	0.2	10
89	Motor based assessment of neurocognitive functioning in resource-limited international settings. Journal of Clinical and Experimental Neuropsychology, 2007, 29, 59-66.	0.8	9
90	A Virtual Kitchen Protocol to Measure Everyday Memory Functioning for Meal Preparation. Brain Sciences, 2021, 11, 571.	1.1	9

#	ARTICLE	IF	CITATIONS
91	A virtual human agent for assessing bias in novice therapists. <i>Studies in Health Technology and Informatics</i> , 2009, 142, 253-8.	0.2	9
92	A Virtual Iraq System for the Treatment of Combat-Related Posttraumatic Stress Disorder. <i>Virtual Reality Conference (VR), Proceedings, IEEE</i> , 2009, , .	0.0	8
93	Impact of rapport on neuropsychological test performance. <i>Applied Neuropsychology Adult</i> , 2018, 25, 258-265.	0.7	8
94	Virtual environments as an assessment modality with pediatric ASD populations: a brief report. <i>Child Neuropsychology</i> , 2018, 24, 1129-1136.	0.8	8
95	Visuospatial Processing and Learning Effects in Virtual Reality Based Mental Rotation and Navigational Tasks. <i>Lecture Notes in Computer Science</i> , 2013, , 75-83.	1.0	8
96	Neurocognitive Workload Assessment Using the Virtual Reality Cognitive Performance Assessment Test. <i>Lecture Notes in Computer Science</i> , 2009, , 243-252.	1.0	8
97	Ethics, Alterity, and Psychotherapy: A Levinasian Perspective. <i>Pastoral Psychology</i> , 2006, 55, 271-282.	0.4	7
98	Neuropsychological Assessment 2.0: Computer-Automated Assessments. , 2016, , 47-63.		7
99	Ethics and educational technologies. <i>Educational Technology Research and Development</i> , 2021, 69, 335-338.	2.0	7
100	Inductive Transfer Learning for Handling Individual Differences in Affective Computing. <i>Lecture Notes in Computer Science</i> , 2011, , 142-151.	1.0	7
101	Predicting Navigation Performance with Psychophysiological Responses to Threat in a Virtual Environment. <i>Lecture Notes in Computer Science</i> , 2013, , 129-138.	1.0	7
102	Neuropsychological Rehabilitation 3.0: State of the Science. , 2016, , 113-132.		6
103	Classification of Video Game Player Experience Using Consumer-Grade Electroencephalography. <i>IEEE Transactions on Affective Computing</i> , 2022, 13, 3-15.	5.7	6
104	Feasibility Study to Identify Machine Learning Predictors for a Virtual School Environment: Virtual Reality Stroop Task. <i>Frontiers in Virtual Reality</i> , 2021, 2, .	2.5	6
105	Assessment of Psychophysiological Differences of West Point Cadets and Civilian Controls Immersed within a Virtual Environment. <i>Lecture Notes in Computer Science</i> , 2009, , 514-523.	1.0	6
106	Subjective distinguishability of seizure and non-seizure DÃ©jÃ© Vu: A case report, brief literature review, and research prospects. <i>Epilepsy and Behavior</i> , 2021, 125, 108373.	0.9	6
107	C ase S tudy : Differences in social behaviors and mortality among piglets housed in alternative lactational systems. <i>The Professional Animal Scientist</i> , 2017, 33, 261-275.	0.7	5
108	Functional status in postural tachycardia syndrome. <i>British Journal of Occupational Therapy</i> , 2022, 85, 418-426.	0.5	5

#	ARTICLE	IF	CITATIONS
109	Test-retest reliability and practice effects of the virtual environment grocery store (VEGS). <i>Journal of Clinical and Experimental Neuropsychology</i> , 2021, 43, 547-557.	0.8	5
110	<i>Neuropsychological Assessment 3.0.</i> , 2016, , 65-96.		5
111	Driving Performance in Older Adults: Current Measures, Findings, and Implications for Roadway Safety. <i>Innovation in Aging</i> , 2022, 6, igab051.	0.0	5
112	VR Aided Motor Training for Post-Stroke Rehabilitation: System Design, Clinical Test, Methodology for Evaluation. , 2007, , .		4
113	POSTER SESSIONS SCHEDULE. <i>Archives of Clinical Neuropsychology</i> , 2013, 28, 518-626.	0.3	4
114	Neuroscience Foundations for Human Decision Making in Information Security: A General Framework and Experiment Design. <i>Lecture Notes in Information Systems and Organisation</i> , 2017, , 91-98.	0.4	4
115	Virtual School Environments for Neuropsychological Assessment and Training. <i>Educational Communications and Technology: Issues and Innovations</i> , 2019, , 123-157.	0.2	4
116	Assessing health-related quality of life in NeuroAIDS: Some psychometric properties of the Neurological Quality of Life Questionnaire (NeuroQOL). <i>Journal of Clinical Neuroscience</i> , 2007, 14, 416-423.	0.8	3
117	Virtual reality, presence and social cognition: The effect of eye-gaze and narrativity on character engagement. , 2017, , .		3
118	Measuring rapport in neuropsychological assessment: the Barnett Rapport Questionnaire. <i>Applied Neuropsychology Adult</i> , 2019, 28, 1-8.	0.7	3
119	Technological developments in assessment. , 2019, , 573-592.		3
120	Combining Select Blood-Based Biomarkers with Neuropsychological Assessment to Detect Mild Cognitive Impairment among Mexican Americans. <i>Journal of Alzheimer's Disease</i> , 2020, 75, 739-750.	1.2	3
121	Telemedicine, Mobile, and Internet-Based Neurocognitive Assessment. , 2016, , 99-111.		3
122	Virtual Standardized Patients for Assessing the Competencies of Psychologists. , 2015, , 6484-6492.		3
123	Affect-sensitive Virtual Standardized Patient Interface System. <i>Advances in Higher Education and Professional Development Book Series</i> , 2011, , 201-221.	0.1	3
124	Avatar Administered Neuropsychological Testing (AVANT): Stroop Interference Task. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2017, 61, 2047-2051.	0.2	2
125	Virtual Reality Exposure Therapy for Anxiety and Specific Phobias. , 2015, , 6475-6483.		2
126	Daily Functionality in Adults with POTS: Predictive Factors. <i>Occupational Therapy in Health Care</i> , 2022, 36, 237-252.	0.2	2

#	ARTICLE	IF	CITATIONS
127	Future Prospects for a Computational Neuropsychology. , 2016, , 135-146.		2
128	Neuroscience and simulation interface for adaptive assessment in serious games. , 2011, , .		1
129	Social Media Ethics Section 2: Ethical Research with Social Media. , 2019, , 192-207.		1
130	Cyberpsychology Theory and Praxes: Ethical and Methodological Considerations. , 2019, , 3-24.		1
131	Ethical Approaches to Cyberpsychology. , 2019, , 25-49.		1
132	Virtual Reality Ethics. , 2019, , 229-253.		1
133	Effects of Transcranial Direct Current Stimulation on Cognitive and Affective Outcomes Using Virtual Stimuli: A Systematic Review. Cyberpsychology, Behavior, and Social Networking, 2021, 24, 699-714.	2.1	1
134	Affective Computer-Generated Stimulus Exposure: Psychophysiological Support for Increased Elicitation of Negative Emotions in High and Low Fear Subjects. Lecture Notes in Computer Science, 2009, , 459-468.	1.0	1
135	Introduction to Neuropsychology and Technology. , 2017, , .		1
136	Synthetic environments for skills training and practice. , 2017, , 152-185.		1
137	The First 10 Years of NeuroIS: A Systematic Literature Review of NeuroIS Publications (2007 - 2017). , 2018, , .		1
138	Rethinking Learning in the Rapid Developments of Neuroscience, Learning Technologies, and Learning Sciences. Educational Communications and Technology: Issues and Innovations, 2019, , 3-16.	0.2	1
139	Threats to the Livelihood of the Forensic Neuropsychological Practice. Journal of Forensic Neuropsychology, 2005, 4, 79-93.	0.7	0
140	B-79 * Virtual Reality Stroop Task for Investigating the Dual Competition Framework Theory. Archives of Clinical Neuropsychology, 2014, 29, 566-566.	0.3	0
141	B-81 * The Virtual Reality Classroom: A Novel Assessment of Attention in Neurodevelopmental Disorders. Archives of Clinical Neuropsychology, 2014, 29, 567-567.	0.3	0
142	Cyberpsychology: Changing Roles and Tools. , 0, , 3-23.		0
143	The Brain and Cyberpsychology: A Primer. , 0, , 24-53.		0
144	Measurement in Cyberpsychology. , 0, , 54-76.		0

#	ARTICLE	IF	CITATIONS
145	This Is Your Brain on the Internet. , 0, , 79-102.		0
146	Facebook and the Socially Networked Brain. , 0, , 103-123.		0
147	The Media Multitasked Brain. , 0, , 124-142.		0
148	Cyberpsychology, Ecological Validity, and Neurosciences of Everyday Living. , 0, , 167-187.		0
149	Affective Neuroscience for Affective Computing. , 0, , 188-213.		0
150	Social Neuroscience and the Need for Dynamic Simulations. , 0, , 214-234.		0
151	Clinical Neuroscience: Novel Technologies for Assessment and Treatment. , 0, , 235-264.		0
152	Psychophysiological Computing in Cyberpsychology. , 0, , 267-292.		0
153	Cyberpsychology of Videogames. , 0, , 293-312.		0
154	NeuroIS: Cybersecurity and the Brain. , 0, , 313-328.		0
155	Prospects for a Brain-Based Cyberpsychology. , 0, , 331-353.		0
156	A-13 Sustained Attention, Impulsivity, and Tangentiality of Speech Among Young Adults and Older Adults. Archives of Clinical Neuropsychology, 2019, 34, 872-872.	0.3	0
157	A-21 Inhibition of Overlearned Verbal Responses and Quantity of Speech Among Age Cohorts. Archives of Clinical Neuropsychology, 2019, 34, 880-880.	0.3	0
158	Digital and Extended Selves in Cyberspace. , 2019, , 50-70.		0
159	Neuroethics and the Future of Cyberpsychology. , 2019, , 71-90.		0
160	Cyberlearning and Ethical Considerations for Using Technology with Children. , 2019, , 93-110.		0
161	Cyberpsychology, Aging, and Gerontechnology. , 2019, , 111-127.		0
162	Problematic Internet Use, Online Gambling, Smartphones, and Video Games. , 2019, , 128-144.		0

#	ARTICLE	IF	CITATIONS
163	Telepsychology and the Ethical Delivery of e-Therapy. , 2019, , 145-168.		0
164	Social Media Ethics Section 1: Facebook, Twitter, and Google â€œ Oh My!. , 2019, , 171-191.		0
165	Social Media Ethics Section 3: Digital Citizenship. , 2019, , 208-226.		0
166	Video Games, Video Gamers, and the Ethics of Video Game Design. , 2019, , 254-269.		0
167	Ethics in Technology for Clinical Psychology. , 2020, , .		0
168	Virtual Reality Applications for Neuropsychological Assessment in the Military. , 2017, , .		0