

Thomas D Parsons

List of Publications by Year in descending order

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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	Classification of Video Game Player Experience Using Consumer-Grade Electroencephalography. <i>IEEE Transactions on Affective Computing</i> , 2022, 13, 3-15.	5.7	6
2	Functional status in postural tachycardia syndrome. <i>British Journal of Occupational Therapy</i> , 2022, 85, 418-426.	0.5	5
3	Daily Functionality in Adults with POTS: Predictive Factors. <i>Occupational Therapy in Health Care</i> , 2022, 36, 237-252.	0.2	2
4	Driving Performance in Older Adults: Current Measures, Findings, and Implications for Roadway Safety. <i>Innovation in Aging</i> , 2022, 6, igab051.	0.0	5
5	Ethics and educational technologies. <i>Educational Technology Research and Development</i> , 2021, 69, 335-338.	2.0	7
6	Ethical Challenges of Using Virtual Environments in the Assessment and Treatment of Psychopathological Disorders. <i>Journal of Clinical Medicine</i> , 2021, 10, 378.	1.0	16
7	Effects of Transcranial Direct Current Stimulation on Cognitive and Affective Outcomes Using Virtual Stimuli: A Systematic Review. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2021, 24, 699-714.	2.1	1
8	A Virtual Kitchen Protocol to Measure Everyday Memory Functioning for Meal Preparation. <i>Brain Sciences</i> , 2021, 11, 571.	1.1	9
9	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
10	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
11	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
12	Ethics in Technology for Clinical Psychology. , 2020, , .		0
13	Extended Reality for the Clinical, Affective, and Social Neurosciences. <i>Brain Sciences</i> , 2020, 10, 922.	1.1	28
14	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
15	Paradigm Shift Toward Digital Neuropsychology and High-Dimensional Neuropsychological Assessments: Review. <i>Journal of Medical Internet Research</i> , 2020, 22, e23777.	2.1	22
16	A-13 Sustained Attention, Impulsivity, and Tangentiality of Speech Among Young Adults and Older Adults. <i>Archives of Clinical Neuropsychology</i> , 2019, 34, 872-872.	0.3	0
17	A-21 Inhibition of Overlearned Verbal Responses and Quantity of Speech Among Age Cohorts. <i>Archives of Clinical Neuropsychology</i> , 2019, 34, 880-880.	0.3	0
18	Measuring rapport in neuropsychological assessment: the Barnett Rapport Questionnaire. <i>Applied Neuropsychology Adult</i> , 2019, 28, 1-8.	0.7	3

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19	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
20	An ecological measure to screen executive functioning in MS: the Picture Interpretation Test (PIT) 360°. <i>Scientific Reports</i> , 2019, 9, 5690.	1.6	26
21	Technological developments in assessment. , 2019, , 573-592.		3
22	National Institutes of Health initiatives for advancing scientific developments in clinical neuropsychology. <i>Clinical Neuropsychologist</i> , 2019, 33, 246-270.	1.5	15
23	Social Media Ethics Section 2: Ethical Research with Social Media. , 2019, , 192-207.		1
24	Cyberpsychology Theory and Praxes: Ethical and Methodological Considerations. , 2019, , 3-24.		1
25	Ethical Approaches to Cyberpsychology. , 2019, , 25-49.		1
26	Digital and Extended Selves in Cyberspace. , 2019, , 50-70.		0
27	Neuroethics and the Future of Cyberpsychology. , 2019, , 71-90.		0
28	Cyberlearning and Ethical Considerations for Using Technology with Children. , 2019, , 93-110.		0
29	Cyberpsychology, Aging, and Gerontechnology. , 2019, , 111-127.		0
30	Problematic Internet Use, Online Gambling, Smartphones, and Video Games. , 2019, , 128-144.		0
31	Telepsychology and the Ethical Delivery of e-Therapy. , 2019, , 145-168.		0
32	Social Media Ethics Section 1: Facebook, Twitter, and Google " Oh My!. , 2019, , 171-191.		0
33	Social Media Ethics Section 3: Digital Citizenship. , 2019, , 208-226.		0
34	Virtual Reality Ethics. , 2019, , 229-253.		1
35	Video Games, Video Gamers, and the Ethics of Video Game Design. , 2019, , 254-269.		0
36	Virtual Apartment-Based Stroop for assessing distractor inhibition in healthy aging. <i>Applied Neuropsychology Adult</i> , 2019, 26, 144-154.	0.7	17

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37	A Review of Virtual Classroom Environments for Neuropsychological Assessment. <i>Virtual Reality Technologies for Health and Clinical Applications</i> , 2019, , 247-265.	0.8	10
38	Neuroethics in Educational Technology: Keeping the Brain in Mind When Developing Frameworks for Ethical Decision-Making. <i>Educational Communications and Technology: Issues and Innovations</i> , 2019, , 195-209.	0.2	22
39	Rethinking Learning in the Rapid Developments of Neuroscience, Learning Technologies, and Learning Sciences. <i>Educational Communications and Technology: Issues and Innovations</i> , 2019, , 3-16.	0.2	1
40	Virtual School Environments for Neuropsychological Assessment and Training. <i>Educational Communications and Technology: Issues and Innovations</i> , 2019, , 123-157.	0.2	4
41	Interactions Between Threat and Executive Control in a Virtual Reality Stroop Task. <i>IEEE Transactions on Affective Computing</i> , 2018, 9, 66-75.	5.7	26
42	Impact of rapport on neuropsychological test performance. <i>Applied Neuropsychology Adult</i> , 2018, 25, 258-265.	0.7	8
43	Practice parameters facilitating adoption of advanced technologies for enhancing neuropsychological assessment paradigms. <i>Clinical Neuropsychologist</i> , 2018, 32, 16-41.	1.5	82
44	Virtual environments as an assessment modality with pediatric ASD populations: a brief report. <i>Child Neuropsychology</i> , 2018, 24, 1129-1136.	0.8	8
45	Virtual apartment stroop task: Comparison with computerized and traditional stroop tasks. <i>Journal of Neuroscience Methods</i> , 2018, 309, 35-40.	1.3	15
46	Virtual Environments for Assessment of Social Exclusion in Autism: a Systematic Review. <i>Review Journal of Autism and Developmental Disorders</i> , 2018, 5, 408-421.	2.2	22
47	Ecologically Valid Assessments of Attention and Learning Engagement in Media Multitaskers. <i>TechTrends</i> , 2018, 62, 518-524.	1.4	23
48	The First 10 Years of NeuroIS: A Systematic Literature Review of NeuroIS Publications (2007 - 2017). , 2018, , .		1
49	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
50	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
51	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
52	Virtual Reality in Pediatric Psychology. <i>Pediatrics</i> , 2017, 140, S86-S91.	1.0	80
53	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
54	An initial validation of the Virtual Environment Grocery Store. <i>Journal of Neuroscience Methods</i> , 2017, 291, 13-19.	1.3	26

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55	Picture Interpretation Test (PIT) 360°: An Innovative Measure of Executive Functions. Scientific Reports, 2017, 7, 16000.	1.6	34
56	Media Multitasking and Cognitive, Psychological, Neural, and Learning Differences. Pediatrics, 2017, 140, S62-S66.	1.0	78
57	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
58	Virtual reality, presence and social cognition: The effect of eye-gaze and narrativity on character engagement. , 2017, , .		3
59	Virtual Reality for Research in Social Neuroscience. Brain Sciences, 2017, 7, 42.	1.1	140
60	Neuroscience Foundations for Human Decision Making in Information Security: A General Framework and Experiment Design. Lecture Notes in Information Systems and Organisation, 2017, , 91-98.	0.4	4
61	Virtual Reality Applications for Neuropsychological Assessment in the Military. , 2017, , .		0
62	Introduction to Neuropsychology and Technology. , 2017, , .		1
63	Synthetic environments for skills training and practice. , 2017, , 152-185.		1
64	Neuropsychological Rehabilitation 3.0: State of the Science. , 2016, , 113-132.		6
65	Virtual reality for psychological assessment in clinical practice.. Practice Innovations (Washington,) Tj ETQq1 1 0.784314 rgBT /Overlock	0.5	58
66	Brainâ€“computer interface for individuals after spinal cord injury.. Rehabilitation Psychology, 2016, 61, 435-441.	0.7	27
67	Neuropsychological Assessment 2.0: Computer-Automated Assessments. , 2016, , 47-63.		7
68	Virtual Reality and Brain Computer Interface in Neurorehabilitation. Baylor University Medical Center Proceedings, 2016, 29, 124-127.	0.2	47
69	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
70	Telemedicine, Mobile, and Internet-Based Neurocognitive Assessment. , 2016, , 99-111.		3
71	Future Prospects for a Computational Neuropsychology. , 2016, , 135-146.		2
72	Neuropsychological Assessment 3.0. , 2016, , 65-96.		5

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73	Evaluating Player Task Engagement and Arousal Using Electroencephalography. <i>Procedia Manufacturing</i> , 2015, 3, 2303-2310.	1.9	69
74	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
75	Assessment of Personality and Absorption for Mediated Environments in a College Sample. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2015, 18, 752-756.	2.1	12
76	Modality specific assessment of video game player's experience using the Emotiv. <i>Entertainment Computing</i> , 2015, 7, 1-6.	1.8	81
77	Brain-computer interface targeting non-motor functions after spinal cord injury: a case report. <i>Spinal Cord</i> , 2015, 53, S25-S26.	0.9	10
78	Virtual Reality Exposure Therapy for Anxiety and Specific Phobias. , 2015, , 6475-6483.		2
79	Virtual Standardized Patients for Assessing the Competencies of Psychologists. , 2015, , 6484-6492.		3
80	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
81	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
82	B-79 * Virtual Reality Stroop Task for Investigating the Dual Competition Framework Theory. <i>Archives of Clinical Neuropsychology</i> , 2014, 29, 566-566.	0.3	0
83	B-81 * The Virtual Reality Classroom: A Novel Assessment of Attention in Neurodevelopmental Disorders. <i>Archives of Clinical Neuropsychology</i> , 2014, 29, 567-567.	0.3	0
84	Virtual Teacher and Classroom for Assessment of Neurodevelopmental Disorders. <i>Studies in Computational Intelligence</i> , 2014, , 121-137.	0.7	12
85	Virtual Reality Graded Exposure Therapy as Treatment for Pain-Related Fear and Disability in Chronic Pain. <i>Intelligent Systems Reference Library</i> , 2014, , 523-546.	1.0	15
86	Ecological Validity in Virtual Reality-Based Neuropsychological Assessment. <i>Advances in Information Quality and Management</i> , 2014, , 1006-1015.	0.3	26
87	Enhancing neurocognitive assessment using immersive virtual reality. , 2013, , .		22
88	Validity of the Virtual Reality Stroop Task (VRST) in active duty military. <i>Journal of Clinical and Experimental Neuropsychology</i> , 2013, 35, 113-123.	0.8	77
89	POSTER SESSIONS SCHEDULE. <i>Archives of Clinical Neuropsychology</i> , 2013, 28, 518-626.	0.3	4
90	Virtual reality Stroop task for assessment of supervisory attentional processing. <i>Journal of Clinical and Experimental Neuropsychology</i> , 2013, 35, 812-826.	0.8	76

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91	Collaborative Filtering for Brain-Computer Interaction Using Transfer Learning and Active Class Selection. PLoS ONE, 2013, 8, e56624.	1.1	43
92	Visuospatial Processing and Learning Effects in Virtual Reality Based Mental Rotation and Navigational Tasks. Lecture Notes in Computer Science, 2013, , 75-83.	1.0	8
93	Predicting Navigation Performance with Psychophysiological Responses to Threat in a Virtual Environment. Lecture Notes in Computer Science, 2013, , 129-138.	1.0	7
94	Adaptive virtual environments for neuropsychological assessment in serious games. IEEE Transactions on Consumer Electronics, 2012, 58, 197-204.	3.0	65
95	STRIVE: Stress Resilience in Virtual Environments. , 2012, , .		10
96	Virtual Patients as Novel Teaching Tools in Psychiatry. Academic Psychiatry, 2012, 36, 398.	0.4	17
97	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
98	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
99	Neuroscience and simulation interface for adaptive assessment in serious games. , 2011, , .		1
100	Virtual Reality Goes to War: A Brief Review of the Future of Military Behavioral Healthcare. Journal of Clinical Psychology in Medical Settings, 2011, 18, 176-187.	0.8	137
101	SimCoach: an intelligent virtual human system for providing healthcare information and support. International Journal on Disability and Human Development, 2011, 10, .	0.2	42
102	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
103	Neuropsychological Assessment Using Virtual Environments: Enhanced Assessment Technology for Improved Ecological Validity. Studies in Computational Intelligence, 2011, , 271-289.	0.7	39
104	Active Class Selection for Arousal Classification. Lecture Notes in Computer Science, 2011, , 132-141.	1.0	13
105	Inductive Transfer Learning for Handling Individual Differences in Affective Computing. Lecture Notes in Computer Science, 2011, , 142-151.	1.0	7
106	Neurocognitive and Psychophysiological Interfaces for Adaptive Virtual Environments. Advances in Healthcare Information Systems and Administration Book Series, 2011, , 208-233.	0.2	35
107	Embodied Conversational Virtual Patients. , 2011, , 254-281.		15
108	Affect-sensitive Virtual Standardized Patient Interface System. Advances in Higher Education and Professional Development Book Series, 2011, , 201-221.	0.1	3

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109	Virtual Reality Stroop Task for neurocognitive assessment. <i>Studies in Health Technology and Informatics</i> , 2011, 163, 433-9.	0.2	18
110	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
111	Better than the real thing: Eliciting fear with moving and static computer-generated stimuli. <i>International Journal of Psychophysiology</i> , 2010, 78, 107-114.	0.5	49
112	Speech emotion estimation in 3D space. , 2010, , .		53
113	Development and Clinical Results from the Virtual Iraq Exposure Therapy Application for PTSD. , 2009, , .		26
114	Application of Reliable Change Indices to Computerized Neuropsychological Measures of Concussion. <i>International Journal of Neuroscience</i> , 2009, 119, 492-507.	0.8	42
115	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
116	Virtual reality in paediatric rehabilitation: A review. <i>Developmental Neurorehabilitation</i> , 2009, 12, 224-238.	0.5	158
117	A Virtual Reality Scenario for All Seasons: <i>The Virtual Classroom</i>. <i>CNS Spectrums</i> , 2009, 11, 35-44.	0.7	213
118	Human Computer Interaction in Virtual Standardized Patient Systems. <i>Lecture Notes in Computer Science</i> , 2009, , 514-523.	1.0	24
119	Affective Computer-Generated Stimulus Exposure: Psychophysiological Support for Increased Elicitation of Negative Emotions in High and Low Fear Subjects. <i>Lecture Notes in Computer Science</i> , 2009, , 459-468.	1.0	1
120	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
121	Neurocognitive Workload Assessment Using the Virtual Reality Cognitive Performance Assessment Test. <i>Lecture Notes in Computer Science</i> , 2009, , 243-252.	1.0	8
122	Neurocognitive and psychophysiological analysis of human performance within virtual reality environments. <i>Studies in Health Technology and Informatics</i> , 2009, 142, 247-52.	0.2	15
123	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
124	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
125	Evaluation of Justina: A Virtual Patient with PTSD. <i>Lecture Notes in Computer Science</i> , 2008, , 394-408.	1.0	39
126	Virtual humans for assisted health care. , 2008, , .		36

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127	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
128	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
129	Immersiveness and Physiological Arousal within Panoramic Video-Based Virtual Reality. <i>Cyberpsychology, Behavior and Social Networking</i> , 2007, 10, 508-515.	2.2	78
130	The prevalence and incidence of neurocognitive impairment in the HAART era. <i>Aids</i> , 2007, 21, 1915-1921.	1.0	539
131	Verbal fluency in HIV infection: A meta-analytic review. <i>Journal of the International Neuropsychological Society</i> , 2007, 13, 183-9.	1.2	30
132	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
133	Virtual Iraq: Initial Case Reports from a VR Exposure Therapy Application for Combat-Related Post Traumatic Stress Disorder. , 2007, , .		15
134	VR Aided Motor Training for Post-Stroke Rehabilitation: System Design, Clinical Test, Methodology for Evaluation. , 2007, , .		4
135	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
136	Motor based assessment of neurocognitive functioning in resource-limited international settings. <i>Journal of Clinical and Experimental Neuropsychology</i> , 2007, 29, 59-66.	0.8	9
137	Validation of the Cognitive Assessment of Later Life Status (CALLS) instrument: a computerized telephonic measure. <i>BMC Neurology</i> , 2007, 7, 10.	0.8	15
138	Pattern of neuropsychological performance among HIV positive patients in Uganda. <i>BMC Neurology</i> , 2007, 7, 8.	0.8	69
139	Virtual Patients for Clinical Therapist Skills Training. <i>Lecture Notes in Computer Science</i> , 2007, , 197-210.	1.0	57
140	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
141	Thoughts of Death and Suicidal Ideation in Nonpsychiatric Human Immunodeficiency Virus Seropositive Individuals. <i>Death Studies</i> , 2006, 30, 455-469.	1.8	34
142	Better quality of life with neuropsychological improvement on HAART. <i>Health and Quality of Life Outcomes</i> , 2006, 4, 11.	1.0	56
143	Timed Gait Test: Normative Data for the Assessment of the AIDS Dementia Complex. <i>Journal of Clinical and Experimental Neuropsychology</i> , 2006, 28, 1053-1064.	0.8	49
144	Neurocognitive functioning and HAART in HIV and hepatitis C virus co-infection. <i>Aids</i> , 2006, 20, 1591-1595.	1.0	45

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145	Ethics, Alterity, and Psychotherapy: A Levinasian Perspective. <i>Pastoral Psychology</i> , 2006, 55, 271-282.	0.4	7
146	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
147	The MMPI-2 Fake Bad Scale: Concordance and Specificity of True and Estimated Scores. <i>Journal of Clinical and Experimental Neuropsychology</i> , 2006, 28, 1-12.	0.8	13
148	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
149	MEMORY IMPROVEMENT WITH TREATMENT OF HYPOTHYROIDISM. <i>International Journal of Neuroscience</i> , 2006, 116, 895-906.	0.8	66
150	Threats to the Livelihood of the Forensic Neuropsychological Practice. <i>Journal of Forensic Neuropsychology</i> , 2005, 4, 79-93.	0.7	0
151	Gender Differences and Cognition Among Older Adults. <i>Aging, Neuropsychology, and Cognition</i> , 2005, 12, 78-88.	0.7	69
152	Backpropagation and Regression: Comparative Utility for Neuropsychologists. <i>Journal of Clinical and Experimental Neuropsychology</i> , 2004, 26, 95-104.	0.8	19
153	Sex differences in mental rotation and spatial rotation in a virtual environment. <i>Neuropsychologia</i> , 2004, 42, 555-562.	0.7	289
154	Cyberpsychology: Changing Roles and Tools. , 0, , 3-23.		0
155	The Brain and Cyberpsychology: A Primer. , 0, , 24-53.		0
156	Measurement in Cyberpsychology. , 0, , 54-76.		0
157	This Is Your Brain on the Internet. , 0, , 79-102.		0
158	Facebook and the Socially Networked Brain. , 0, , 103-123.		0
159	The Media Multitasked Brain. , 0, , 124-142.		0
160	Cyberpsychology, Ecological Validity, and Neurosciences of Everyday Living. , 0, , 167-187.		0
161	Affective Neuroscience for Affective Computing. , 0, , 188-213.		0
162	Social Neuroscience and the Need for Dynamic Simulations. , 0, , 214-234.		0

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163	Clinical Neuroscience: Novel Technologies for Assessment and Treatment. , 0, , 235-264.		0
164	Psychophysiological Computing in Cyberpsychology. , 0, , 267-292.		0
165	Cyberpsychology of Videogames. , 0, , 293-312.		0
166	NeuroIS: Cybersecurity and the Brain. , 0, , 313-328.		0
167	Prospects for a Brain-Based Cyberpsychology. , 0, , 331-353.		0
168	Virtual Simulations and the Second Life Metaverse. Advances in Social Networking and Online Communities Book Series, 0, , 234-250.	0.3	14