

Carrie Heeter

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7363517/publications.pdf>

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50
papers

2,057
citations

623734

14
h-index

315739

38
g-index

53
all docs

53
docs citations

53
times ranked

1656
citing authors

#	ARTICLE	IF	CITATIONS
1	<i>Being</i> There: The Subjective Experience of Presence. Presence: Teleoperators and Virtual Environments, 1992, 1, 262-271.	0.6	874
2	Mind Your Errors. Psychological Science, 2011, 22, 1484-1489.	3.3	152
3	Interactivity in the Context of Designed Experiences. Journal of Interactive Advertising, 2000, 1, 3-14.	5.3	144
4	The Effects of a Serious Game on Role-Taking and Willingness to Help. Journal of Communication, 2010, 60, 723-742.	3.7	133
5	PROGRAM SELECTION WITH ABUNDANCE OF CHOICE. Human Communication Research, 1985, 12, 126-152.	3.4	106
6	Gaming, Gender, and Time: Who Makes Time to Play?. Sex Roles, 2009, 61, 1-13.	2.4	95
7	Effects of a computer-based cognitive exercise program on age-related cognitive decline. Archives of Gerontology and Geriatrics, 2013, 57, 1-7.	3.0	69
8	Reflections on Real Presence by a Virtual Person. Presence: Teleoperators and Virtual Environments, 2003, 12, 335-345.	0.6	51
9	Gaming Mindsets: Implicit Theories in Serious Game Learning. Cyberpsychology, Behavior, and Social Networking, 2012, 15, 190-194.	3.9	47
10	Alien Games. Games and Culture, 2009, 4, 74-100.	2.8	38
11	Intelligent adaptation of digital game-based learning. , 2008, , .		34
12	Impacts of Forced Serious Game Play on Vulnerable Subgroups. International Journal of Gaming and Computer-Mediated Simulations, 2011, 3, 34-53.	1.1	33
13	Effects of a Technology-Assisted Meditation Program on Healthcare Providersâ€™ Interoceptive Awareness, Compassion Fatigue, and Burnout. Journal of Hospice and Palliative Nursing, 2017, 19, 314-322.	0.9	28
14	VCRs and Young People. American Behavioral Scientist, 1987, 30, 509-521.	3.8	25
15	Beyond player types. , 2011, , .		22
16	Hospice Employeesâ€™ Perceptions of Their Work Environment: A Focus Group Perspective. International Journal of Environmental Research and Public Health, 2020, 17, 6147.	2.6	17
17	Hospice and Palliative Care Provider Experiences With Meditation Using Mobile Applications. Oncology Nursing Forum, 2018, 45, 380-388.	1.2	14
18	Local Newspaper Coverage of Mexican Americans. The Journalism Quarterly, 1983, 60, 671-676.	0.3	13

#	ARTICLE	IF	CITATIONS
19	What do you mean by believable characters?: The effect of character rating and hostility on the perception of character believability. <i>Journal of Gaming and Virtual Worlds</i> , 2012, 4, 81-97.	0.4	10
20	Agenda-Setting by Electronic Text News. <i>The Journalism Quarterly</i> , 1989, 66, 101-106.	0.3	9
21	How Presence of Cable Affects Parental Mediation of TV Viewing. <i>The Journalism Quarterly</i> , 1989, 66, 557-578.	0.3	9
22	Beyond player types. , 2011, , .		9
23	Interoceptive Awareness: The "Being"™ Dimension of "Being There"™ in Virtual Worlds. <i>Interacting With Computers</i> , 2020, 32, 1-16.	1.5	9
24	A Meditation on Meditation and Embodied Presence. <i>Presence: Teleoperators and Virtual Environments</i> , 2016, 25, 175-183.	0.6	8
25	The effects of cognitive capacity and gaming expertise on attention and comprehension. <i>Journal of Computer Assisted Learning</i> , 2017, 33, 473-485.	5.1	8
26	Different Strokes for Different Folks. , 2010, , 255-280.		8
27	New Wave Gatekeeping. <i>Communication Research</i> , 1987, 14, 335-351.	5.9	7
28	Game Design and the Challenge-Avoiding, Self-Validator Player Type. <i>International Journal of Gaming and Computer-Mediated Simulations</i> , 2009, 1, 53-67.	1.1	7
29	Designing interactive multimedia (panel). , 1997, , .		6
30	Foreshadowing the Electronic Publishing Age: First Exposures to Viewtron. <i>The Journalism Quarterly</i> , 1985, 62, 807-815.	0.3	5
31	Feasibility, Acceptability, and Outcomes of a Yoga-Based Meditation Intervention for Hospice Professionals to Combat Burnout. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 2515.	2.6	5
32	Television and Social Stereotypes. <i>Journal of Prevention and Intervention in the Community</i> , 1983, 2, 37-51.	0.2	4
33	Feeling Right About How You Play. <i>Games and Culture</i> , 2013, 8, 238-258.	2.8	4
34	Being There: Implications of Neuroscience and Meditation for Self-Presence in Virtual Worlds. <i>Journal of Virtual Worlds Research</i> , 2015, 8, .	0.7	4
35	Engineering Sociability. <i>International Journal of Gaming and Computer-Mediated Simulations</i> , 2012, 4, 1-18.	1.1	4
36	Mass Media Orientations among Hispanic Youth. <i>Hispanic Journal of Behavioral Sciences</i> , 1983, 5, 305-323.	0.5	3

#	ARTICLE	IF	CITATIONS
37	Conceptually Meaningful Metrics: Inferring Optimal Challenge and Mindset from Gameplay. , 2013, , 731-762.		3
38	Meditation as an Intervention for Health: A Framework for Understanding Meditation Research. OBM Integrative and Complementary Medicine, 2018, 3, 1-1.	0.2	3
39	Videotex: Creating and examining experienced users. Telematics and Informatics, 1987, 4, 63-74.	5.8	2
40	Classifying Mediated Communication Systems. Annals of the International Communication Association, 1989, 12, 477-489.	4.6	2
41	Personal Stories Within Virtual Environments: A Cancer Patient Information Software Case Study. Cyberpsychology, Behavior and Social Networking, 1998, 1, 201-211.	2.2	2
42	Aspects of Presence in Telerelating. Cyberpsychology, Behavior and Social Networking, 1999, 2, 325-335.	2.2	2
43	Beyond Scientific Mechanisms: Subjective Perceptions with Viniyoga Meditation. International Journal of Environmental Research and Public Health, 2019, 16, 2200.	2.6	1
44	Impacts of Forced Serious Game Play on Vulnerable Subgroups. , 0, , 158-176.		1
45	Utilization of microcomputer and telecommunications technologies in the development of a local environmental management and risk assessment program. Environmental Toxicology and Chemistry, 1988, 7, 931-939.	4.3	0
46	Changing Technologies. Communication Booknotes, 1989, 20, 82-83.	0.1	0
47	Girls as space game designers. , 2003, , .		0
48	Wonderwalls. , 2005, , .		0
49	Multimedia: From Wagner to Virtual Reality, edited by Randall Packer and Ken Jordan. New York: Norton, 2001. 394 pp. \$27.95. ISBN 0-393-04979-5.. Information Society, 2004, 20, 61-64.	2.9	0
50	Game Design and the Challenge-Avoiding, Self-Validator Player Type. , 0, , 49-63.		0