Carrie Heeter

List of Publications by Year
in descending order

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	Feasibility, Acceptability, and Outcomes of a Yoga-Based Meditation Intervention for Hospice Professionals to Combat Burnout. International Journal of Environmental Research and Public Health, 2021, 18, 2515.	2.6	5
2	Hospice Employees' Perceptions of Their Work Environment: A Focus Group Perspective. International Journal of Environmental Research and Public Health, 2020, 17, 6147.	2.6	17
3	Interoceptive Awareness: The 'Being' Dimension of 'Being There' in Virtual Worlds. Interacting With Computers, 2020, 32, 1-16.	1.5	9
4	Beyond Scientific Mechanisms: Subjective Perceptions with Viniyoga Meditation. International Journal of Environmental Research and Public Health, 2019, 16, 2200.	2.6	1
5	Hospice and Palliative Care Provider Experiences With Meditation Using Mobile Applications. Oncology Nursing Forum, 2018, 45, 380-388.	1.2	14
6	Meditation as an Intervention for Health: A Framework for Understanding Meditation Research. OBM Integrative and Complementary Medicine, 2018, 3, 1-1.	0.2	3
7	Effects of a Technology-Assisted Meditation Program on Healthcare Providers' Interoceptive Awareness, Compassion Fatigue, and Burnout. Journal of Hospice and Palliative Nursing, 2017, 19, 314-322.	0.9	28
8	The effects of cognitive capacity and gaming expertise on attention and comprehension. Journal of Computer Assisted Learning, 2017, 33, 473-485.	5.1	8
9	A Meditation on Meditation and Embodied Presence. Presence: Teleoperators and Virtual Environments, 2016, 25, 175-183.	0.6	8
10	Being There: Implications of Neuroscience and Meditation for Self-Presence in Virtual Worlds. Journal of Virtual Worlds Research, 2015, 8, .	0.7	4
11	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
12	Feeling Right About How You Play. Games and Culture, 2013, 8, 238-258.	2.8	4
13	Conceptually Meaningful Metrics: Inferring Optimal Challenge and Mindset from Gameplay. , 2013, , 731-762.		3
14	What do you mean by believable characters?: The effect of character rating and hostility on the perception of character believability. Journal of Gaming and Virtual Worlds, 2012, 4, 81-97.	0.4	10
15	Gaming Mindsets: Implicit Theories in Serious Game Learning. Cyberpsychology, Behavior, and Social Networking, 2012, 15, 190-194.	3.9	47
16	Engineering Sociability. International Journal of Gaming and Computer-Mediated Simulations, 2012, 4, 1-18.	1.1	4
17	Impacts of Forced Serious Game Play on Vulnerable Subgroups. International Journal of Gaming and Computer-Mediated Simulations, 2011, 3, 34-53.	1.1	33
18	Beyond player types. , 2011, , .		22

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19	Mind Your Errors. Psychological Science, 2011, 22, 1484-1489.	3.3	152
20	Beyond player types. , 2011, , .		9
21	The Effects of a Serious Game on Role-Taking and Willingness to Help. Journal of Communication, 2010, 60, 723-742.	3.7	133
22	Different Strokes for Different Folks. , 2010, , 255-280.		8
23	Alien Games. Games and Culture, 2009, 4, 74-100.	2.8	38
24	Gaming, Gender, and Time: Who Makes Time to Play?. Sex Roles, 2009, 61, 1-13.	2.4	95
25	Game Design and the Challenge-Avoiding, Self-Validator Player Type. International Journal of Gaming and Computer-Mediated Simulations, 2009, 1, 53-67.	1.1	7
26	Intelligent adaptation of digital game-based learning. , 2008, , .		34
27	Wonderwalls. , 2005, , .		0
28	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
29	Reflections on Real Presence by a Virtual Person. Presence: Teleoperators and Virtual Environments, 2003, 12, 335-345.	0.6	51
30	Girls as space game designers. , 2003, , .		0
31	Interactivity in the Context of Designed Experiences. Journal of Interactive Advertising, 2000, 1, 3-14.	5.3	144
32	Aspects of Presence in Telerelating. Cyberpsychology, Behavior and Social Networking, 1999, 2, 325-335.	2.2	2
33	Personal Stories Within Virtual Environments: A Cancer Patient Information Software Case Study. Cyberpsychology, Behavior and Social Networking, 1998, 1, 201-211.	2.2	2
34	Designing interactive multimedia (panel). , 1997, , .		6
35	<i>Being</i> There: The Subjective Experience of Presence. Presence: Teleoperators and Virtual Environments, 1992, 1, 262-271.	0.6	874
36	Agenda-Setting by Electronic Text News. The Journalism Quarterly, 1989, 66, 101-106.	0.3	9

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37	Changing Technologies. Communication Booknotes, 1989, 20, 82-83.	0.1	0
38	How Presence of Cable Affects Parental Mediation of TV Viewing. The Journalism Quarterly, 1989, 66, 557-578.	0.3	9
39	Classifying Mediated Communication Systems. Annals of the International Communication Association, 1989, 12, 477-489.	4.6	2
40	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
41	VCRs and Young People. American Behavioral Scientist, 1987, 30, 509-521.	3.8	25
42	New Wave Gatekeeping. Communication Research, 1987, 14, 335-351.	5.9	7
43	Videotex: Creating and examining experienced users. Telematics and Informatics, 1987, 4, 63-74.	5.8	2
44	PROGRAM SELECTION WITH ABUNDANCE OF CHOICE. Human Communication Research, 1985, 12, 126-152.	3.4	106
45	Foreshadowing the Electronic Publishing Age: First Exposures to Viewtron. The Journalism Quarterly, 1985, 62, 807-815.	0.3	5
46	Local Newspaper Coverage of Mexican Americans. The Journalism Quarterly, 1983, 60, 671-676.	0.3	13
47	Mass Media Orientations among Hispanic Youth. Hispanic Journal of Behavioral Sciences, 1983, 5, 305-323.	0.5	3
48	Television and Social Stereotypes. Journal of Prevention and Intervention in the Community, 1983, 2, 37-51.	0.2	4
49	Impacts of Forced Serious Game Play on Vulnerable Subgroups. , 0, , 158-176.		1
50	Game Design and the Challenge-Avoiding, Self-Validator Player Type. , 0, , 49-63.		0