Bill Kapralos

List of Publications by Year in descending order

86 papers	614 citations	759233 12 h-index	888059 17 g-index
90 all docs	90 docs citations	90 times ranked	512 citing authors

#	Article	IF	Citations
1	The role of collaborative interactivity in the observational practice of clinical skills. Medical Education, 2012, 46, 409-416.	2.1	36
2	Audiovisual localization of multiple speakers in a video teleconferencing setting. International Journal of Imaging Systems and Technology, 2003, 13, 95-105.	4.1	34
3	A Survey of Frameworks and Game Engines for Serious Game Development. , 2014, , .		33
4	Pseudo-haptics: leveraging cross-modal perception in virtual environments. Senses and Society, 2019, 14, 313-329.	0.5	22
5	A course on serious game design and development using an online problem-based learning approach. Interactive Technology and Smart Education, 2015, 12, 116-136.	5.6	21
6	Optimizing Child Nutrition Education With the Foodbot Factory Mobile Health App: Formative Evaluation and Analysis. JMIR Formative Research, 2020, 4, e15534.	1.4	21
7	Preparation With Web-Based Observational Practice Improves Efficiency of Simulation-Based Mastery Learning. Simulation in Healthcare, 2016, 11, 316-322.	1.2	20
8	A Comparison of Seated and Room-Scale Virtual Reality in a Serious Game for Epidural Preparation. IEEE Transactions on Emerging Topics in Computing, 2020, 8, 218-232.	4.6	20
9	GPU-based real-time acoustical occlusion modeling. Virtual Reality, 2010, 14, 183-196.	6.1	17
10	The Effectiveness of the Foodbot Factory Mobile Serious Game on Increasing Nutrition Knowledge in Children. Nutrients, 2020, 12, 3413.	4.1	16
11	An Overview of Virtual Simulation and Serious Gaming for Surgical Education and Training. Studies in Computational Intelligence, 2014, , 289-306.	0.9	16
12	Integrating Technology-Enhanced Collaborative Surfaces and Gamification for the Next Generation Classroom. Journal of Educational Technology Systems, 2017, 45, 309-325.	5.8	14
13	The impact of secondary-task type on the sensitivity of reaction-time based measurement of cognitive load for novices learning surgical skills using simulation. Studies in Health Technology and Informatics, 2014, 196, 353-9.	0.3	13
14	The Role of Game Elements in Online Learning within Health Professions Education. Studies in Health Technology and Informatics, 2016, 220, 329-34.	0.3	13
15	The senses and virtual environments. Senses and Society, 2017, 12, 69-75.	0.5	12
16	SCETF: Serious game surgical cognitive education and training framework. , 2011, , .		11
17	The Effect of Sound on Visual Fidelity Perception in Stereoscopic 3-D. IEEE Transactions on Cybernetics, 2013, 43, 1572-1583.	9.5	11
18	Gamification for Internet Based Learning in Health Professions Education. , 2014, , .		11

#	ARTICLE	IF	CITATIONS
19	Effects of sound on visual realism perception and task performance. Visual Computer, 2015, 31, 1207-1216.	3.5	11
20	The Application of Observational Practice and Educational Networking in Simulation-Based and Distributed Medical Education Contexts. Simulation in Healthcare, 2018, 13, 3-10.	1.2	11
21	A low-fidelity serious game for medical-based cultural competence education. Health Informatics Journal, 2019, 25, 632-648.	2.1	11
22	Gamification and health professions education. , 2014, , .		10
23	Recognition of Hand Raising Gestures for a Remote Learning Application. , 2007, , .		9
24	Off-pump coronary artery bypass surgery procedure training meets serious games. , 2010, , .		9
25	Fidelity and Multimodal Interactions. , 2017, , 79-101.		9
26	Multimodal Interaction of Contextual and Non-Contextual Sound and Haptics in Virtual Simulations. Informatics, 2018, 5, 43.	3.9	9
27	Audiohaptic Feedback Enhances Motor Performance in a Low-Fidelity Simulated Drilling Task. Brain Sciences, 2020, 10, 21.	2.3	9
28	Power defense: A video game for improving diabetes numeracy. , 2011, , .		8
29	The Anesthesia Crisis Scenario Builder for Authoring Anesthesia Crisis-Based Simulations. IEEE Transactions on Games, 2020, 12, 361-366.	1.4	8
30	Digital Interventions to Reduce Distress Among Health Care Providers at the Frontline: Protocol for a Feasibility Trial. JMIR Research Protocols, 2022, 11, e32240.	1.0	8
31	AR stereoscopic 3D Human Eye Examination App. , 2015, , .		7
32	The effects of stereoscopic 3D on knowledge retention within a serious gaming environment. Multimedia Tools and Applications, 2017, 76, 7301-7319.	3.9	7
33	An Introduction to Spatial Sound Rendering in Virtual Environments and Games. The Computer Games Journal, 2019, 8, 199-214.	1.0	7
34	Augmented reality-based audio/visual surveillance system. , 2008, , .		6
35	Blaze: A serious game for improving household fire safety awareness. , 2012, , .		6
36	An experimental training support framework for eye fundus examination skill development. Computer Methods in Biomechanics and Biomedical Engineering: Imaging and Visualization, 2019, 7, 26-36.	1.9	6

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37	Immersive Technologies for Medical Education. , 2018, , 1-8.		6
38	A Review of Spatial Sound for Virtual Environments and Games with Graphics Processing Units. The Open Virtual Reality Journal, 2009, 1, 8-17.	0.8	6
39	Rapid recovery: a kayaking-based exergame for shoulder rehabilitation and physical fitness. , 2014, , .		5
40	The effect of sound on visual realism perception and task completion time in a cel-shaded serious gaming virtual environment. , 2015, , .		5
41	Sound localization on a horizontal surface: virtual and real sound source localization. Virtual Reality, 2015, 19, 213-222.	6.1	5
42	Virtual and Augmented Reality Direct Ophthalmoscopy Tool: A Comparison between Interactions Methods. Multimodal Technologies and Interaction, 2021, 5, 66.	2.5	5
43	Using a Virtual Learning Environment with Highly Interactive Elements in Second Life to Engage Millennial Students. , 2010, , .		4
44	Amplitude panning-based sound system for a horizontal surface computer: A user-based study. , 2010, , .		4
45	A GPU-Based Method to Approximate Acoustical Reflectivity. Journal of Graphics Tools, 2011, 15, 210-215.	0.3	4
46	A Serious Game for Medical-Based Cultural Competence Education and Training. , 2014, , .		4
47	Does Improved Sound Rendering Increase Player Performance? A Graph-Based Spatial Audio Framework. IEEE Transactions on Games, 2021, 13, 263-274.	1.4	4
48	A Scenario Editor to Create and Modify Virtual Simulations and Serious Games for Mental Health Education. , 2021, , .		4
49	An Overview of Olfactory Displays in Education and Training. Multimodal Technologies and Interaction, 2021, 5, 64.	2.5	4
50	A Gamified Educational Network for Collaborative Learning. Advances in Intelligent Systems and Computing, 2021, , 266-275.	0.6	4
51	Developing effective serious games: the effect of background sound on visual fidelity perception with varying texture resolution. Studies in Health Technology and Informatics, 2012, 173, 386-92.	0.3	4
52	Sonel Mapping: A Probabilistic Acoustical Modeling Method. Building Acoustics, 2008, 15, 289-313.	1.9	3
53	Spatial sound and its effect on visual quality perception and task performance within a virtual environment. Proceedings of Meetings on Acoustics, 2013, , .	0.3	3
54	Interactive rate acoustical occlusion/diffraction modeling for 2D virtual environments & games. , 2015, , .		3

#	Article	IF	Citations
55	Using a Social Educational Network to Facilitate Peer-Feedback for a Virtual Simulation. Computers in Entertainment, 2018, 16, 1-15.	1.1	3
56	G-SpAR: GPU-Based Voxel Graph Pathfinding for Spatial Audio Rendering in Games and VR. , 2019, , .		3
57	Work-in-Progress: A Novel Data Glove for Psychomotor-Based Virtual Medical Training. , 2021, , .		3
58	Learning about serious game design and development at the K-12 level. International Journal of Information and Learning Technology, 2021, 38, 316-327.	2.3	3
59	A Serious Game for Incidence Response Education and Training. International Journal of Technology, Knowledge and Society, 2013, 8, 177-184.	0.2	3
60	Prototyping Virtual Reality Interactions in Medical Simulation Employing Speech Recognition. , 2020, , .		3
61	The effect of contextual sound cues on visual fidelity perception. Studies in Health Technology and Informatics, 2014, 196, 346-52.	0.3	3
62	Rethinking Audio-Haptic Perceptual Immersion from In-Person to Remote Testing During COVID-19. Lecture Notes in Networks and Systems, 2022, , 102-110.	0.7	3
63	Development and Learner-Based Assessment of a Novel, Customized, 3D Printed Small Bowel Simulator for Hand-Sewn Anastomosis Training. Cureus, 2021, 13, e20536.	0.5	3
64	The use of virtual simulations in a laptop-based university. Procedia, Social and Behavioral Sciences, 2010, 2, 1694-1698.	0.5	2
65	A simplified level editor. , 2011, , .		2
66	GPU-based acoustical occlusion modeling with acoustical texture maps. , 2011, , .		2
67	GPU-based acoustical occlusion modeling for virtual environments and games. , 2013, , .		2
68	S3D depth-axis interaction for video games: performance and engagement. , 2013, , .		2
69	Interprofessional critical care training: Interactive virtual learning environments and simulations. , 2015, , .		2
70	Serious Games and Virtual Simulations Debriefing Using a Social Networking Tool. , 2012, , .		2
71	An interactive in-game approach to user adjustment of stereoscopic 3D settings. , 2013, , .		1
72	A scenario and dialogue editor for a cultural competence serious game. , 2014, , .		1

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73	A Review of Virtual Reality-Based Eye Examination Simulators. Intelligent Systems Reference Library, 2021, , 83-102.	1.2	1
74	Serious games in the classroom: gauging student perceptions. Studies in Health Technology and Informatics, 2011, 163, 254-60.	0.3	1
75	Auditory Motion Perception Threshold. , 2007, , .		0
76	Virtual Reality-Based Interface for the Control of Multiple Surveillance Cameras. , 2007, , .		0
77	Spatial sound rendering for dynamic virtual environments. , 2013, , .		0
78	A serious game for interview preparation. , 2014, , .		0
79	Screen space point sampled shadows. , 2015, , .		0
80	Evaluating a sound-enhanced intrusion detection system to identify network congestion. , 2016, , .		0
81	Eye Tracking and Speech Driven Human-Avatar Emotion-Based Communication. , 2020, , .		0
82	Enhancing the accessibility of serious games: A case study with Foodbot Factory. , 2021, , .		0
83	Advanced Sound Integration for Toy-Based Computing. International Series on Computer Entertainment and Media Technology, 2015, , 107-127.	0.8	0
84	Hand VR Exergame for Occupational Health Care. Studies in Health Technology and Informatics, 2016, 220, 281-4.	0.3	0
85	Improving the Acquisition of Basic Technical Surgical Skills with VR-Based Simulation Coupled with Computer-Based Video Instruction. Studies in Health Technology and Informatics, 2016, 220, 323-8.	0.3	0
86	Revisiting Pseudo-Haptics for Psychomotor Skills Development in Online Teaching. Cureus, 2022, 14, e23664.	0.5	0