

# Bill Kapralos

## List of Publications by Year in descending order

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Version: 2024-02-01

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	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
2	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
3	Revisiting Pseudo-Haptics for Psychomotor Skills Development in Online Teaching. Cureus, 2022, 14, e23664.	0.5	0
4	Does Improved Sound Rendering Increase Player Performance? A Graph-Based Spatial Audio Framework. IEEE Transactions on Games, 2021, 13, 263-274.	1.4	4
5	Work-in-Progress: A Novel Data Glove for Psychomotor-Based Virtual Medical Training. , 2021, , .		3
6	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
7	A Review of Virtual Reality-Based Eye Examination Simulators. Intelligent Systems Reference Library, 2021, , 83-102.	1.2	1
8	A Scenario Editor to Create and Modify Virtual Simulations and Serious Games for Mental Health Education. , 2021, , .		4
9	Enhancing the accessibility of serious games: A case study with Foodbot Factory. , 2021, , .		0
10	Virtual and Augmented Reality Direct Ophthalmoscopy Tool: A Comparison between Interactions Methods. Multimodal Technologies and Interaction, 2021, 5, 66.	2.5	5
11	An Overview of Olfactory Displays in Education and Training. Multimodal Technologies and Interaction, 2021, 5, 64.	2.5	4
12	A Gamified Educational Network for Collaborative Learning. Advances in Intelligent Systems and Computing, 2021, , 266-275.	0.6	4
13	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
14	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
15	The Anesthesia Crisis Scenario Builder for Authoring Anesthesia Crisis-Based Simulations. IEEE Transactions on Games, 2020, 12, 361-366.	1.4	8
16	The Effectiveness of the Foodbot Factory Mobile Serious Game on Increasing Nutrition Knowledge in Children. Nutrients, 2020, 12, 3413.	4.1	16
17	Eye Tracking and Speech Driven Human-Avatar Emotion-Based Communication. , 2020, , .		0
18	Audiohaptic Feedback Enhances Motor Performance in a Low-Fidelity Simulated Drilling Task. Brain Sciences, 2020, 10, 21.	2.3	9

#	ARTICLE	IF	CITATIONS
19	Optimizing Child Nutrition Education With the Foodbot Factory Mobile Health App: Formative Evaluation and Analysis. <i>JMIR Formative Research</i> , 2020, 4, e15534.	1.4	21
20	Prototyping Virtual Reality Interactions in Medical Simulation Employing Speech Recognition. , 2020, , .		3
21	An Introduction to Spatial Sound Rendering in Virtual Environments and Games. <i>The Computer Games Journal</i> , 2019, 8, 199-214.	1.0	7
22	G-SpAR: GPU-Based Voxel Graph Pathfinding for Spatial Audio Rendering in Games and VR. , 2019, , .		3
23	Pseudo-haptics: leveraging cross-modal perception in virtual environments. <i>Senses and Society</i> , 2019, 14, 313-329.	0.5	22
24	A low-fidelity serious game for medical-based cultural competence education. <i>Health Informatics Journal</i> , 2019, 25, 632-648.	2.1	11
25	An experimental training support framework for eye fundus examination skill development. <i>Computer Methods in Biomechanics and Biomedical Engineering: Imaging and Visualization</i> , 2019, 7, 26-36.	1.9	6
26	The Application of Observational Practice and Educational Networking in Simulation-Based and Distributed Medical Education Contexts. <i>Simulation in Healthcare</i> , 2018, 13, 3-10.	1.2	11
27	Multimodal Interaction of Contextual and Non-Contextual Sound and Haptics in Virtual Simulations. <i>Informatics</i> , 2018, 5, 43.	3.9	9
28	Using a Social Educational Network to Facilitate Peer-Feedback for a Virtual Simulation. <i>Computers in Entertainment</i> , 2018, 16, 1-15.	1.1	3
29	Immersive Technologies for Medical Education. , 2018, , 1-8.		6
30	The effects of stereoscopic 3D on knowledge retention within a serious gaming environment. <i>Multimedia Tools and Applications</i> , 2017, 76, 7301-7319.	3.9	7
31	Integrating Technology-Enhanced Collaborative Surfaces and Gamification for the Next Generation Classroom. <i>Journal of Educational Technology Systems</i> , 2017, 45, 309-325.	5.8	14
32	The senses and virtual environments. <i>Senses and Society</i> , 2017, 12, 69-75.	0.5	12
33	Fidelity and Multimodal Interactions. , 2017, , 79-101.		9
34	Evaluating a sound-enhanced intrusion detection system to identify network congestion. , 2016, , .		0
35	Preparation With Web-Based Observational Practice Improves Efficiency of Simulation-Based Mastery Learning. <i>Simulation in Healthcare</i> , 2016, 11, 316-322.	1.2	20
36	Hand VR Exergame for Occupational Health Care. <i>Studies in Health Technology and Informatics</i> , 2016, 220, 281-4.	0.3	0

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37	Improving the Acquisition of Basic Technical Surgical Skills with VR-Based Simulation Coupled with Computer-Based Video Instruction. <i>Studies in Health Technology and Informatics</i> , 2016, 220, 323-8.	0.3	0
38	The Role of Game Elements in Online Learning within Health Professions Education. <i>Studies in Health Technology and Informatics</i> , 2016, 220, 329-34.	0.3	13
39	The effect of sound on visual realism perception and task completion time in a cel-shaded serious gaming virtual environment. , 2015, , .		5
40	Interactive rate acoustical occlusion/diffraction modeling for 2D virtual environments & games. , 2015, , .		3
41	Interprofessional critical care training: Interactive virtual learning environments and simulations. , 2015, , .		2
42	A course on serious game design and development using an online problem-based learning approach. <i>Interactive Technology and Smart Education</i> , 2015, 12, 116-136.	5.6	21
43	Effects of sound on visual realism perception and task performance. <i>Visual Computer</i> , 2015, 31, 1207-1216.	3.5	11
44	Screen space point sampled shadows. , 2015, , .		0
45	AR stereoscopic 3D Human Eye Examination App. , 2015, , .		7
46	Sound localization on a horizontal surface: virtual and real sound source localization. <i>Virtual Reality</i> , 2015, 19, 213-222.	6.1	5
47	Advanced Sound Integration for Toy-Based Computing. <i>International Series on Computer Entertainment and Media Technology</i> , 2015, , 107-127.	0.8	0
48	Rapid recovery: a kayaking-based exergame for shoulder rehabilitation and physical fitness. , 2014, , .		5
49	A serious game for interview preparation. , 2014, , .		0
50	A scenario and dialogue editor for a cultural competence serious game. , 2014, , .		1
51	Gamification and health professions education. , 2014, , .		10
52	A Survey of Frameworks and Game Engines for Serious Game Development. , 2014, , .		33
53	Gamification for Internet Based Learning in Health Professions Education. , 2014, , .		11
54	A Serious Game for Medical-Based Cultural Competence Education and Training. , 2014, , .		4

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55	An Overview of Virtual Simulation and Serious Gaming for Surgical Education and Training. Studies in Computational Intelligence, 2014, , 289-306.	0.9	16
56	The effect of contextual sound cues on visual fidelity perception. Studies in Health Technology and Informatics, 2014, 196, 346-52.	0.3	3
57	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
58	GPU-based acoustical occlusion modeling for virtual environments and games. , 2013, , .		2
59	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
60	The Effect of Sound on Visual Fidelity Perception in Stereoscopic 3-D. IEEE Transactions on Cybernetics, 2013, 43, 1572-1583.	9.5	11
61	Spatial sound rendering for dynamic virtual environments. , 2013, , .		0
62	An interactive in-game approach to user adjustment of stereoscopic 3D settings. , 2013, , .		1
63	S3D depth-axis interaction for video games: performance and engagement. , 2013, , .		2
64	A Serious Game for Incidence Response Education and Training. International Journal of Technology, Knowledge and Society, 2013, 8, 177-184.	0.2	3
65	Blaze: A serious game for improving household fire safety awareness. , 2012, , .		6
66	The role of collaborative interactivity in the observational practice of clinical skills. Medical Education, 2012, 46, 409-416.	2.1	36
67	Serious Games and Virtual Simulations Debriefing Using a Social Networking Tool. , 2012, , .		2
68	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
69	SCETF: Serious game surgical cognitive education and training framework. , 2011, , .		11
70	A simplified level editor. , 2011, , .		2
71	Power defense: A video game for improving diabetes numeracy. , 2011, , .		8
72	A GPU-Based Method to Approximate Acoustical Reflectivity. Journal of Graphics Tools, 2011, 15, 210-215.	0.3	4

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73	GPU-based acoustical occlusion modeling with acoustical texture maps. , 2011, , .		2
74	Serious games in the classroom: gauging student perceptions. Studies in Health Technology and Informatics, 2011, 163, 254-60.	0.3	1
75	GPU-based real-time acoustical occlusion modeling. Virtual Reality, 2010, 14, 183-196.	6.1	17
76	The use of virtual simulations in a laptop-based university. Procedia, Social and Behavioral Sciences, 2010, 2, 1694-1698.	0.5	2
77	Using a Virtual Learning Environment with Highly Interactive Elements in Second Life to Engage Millennial Students. , 2010, , .		4
78	Amplitude panning-based sound system for a horizontal surface computer: A user-based study. , 2010, , .		4
79	Off-pump coronary artery bypass surgery procedure training meets serious games. , 2010, , .		9
80	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
81	Augmented reality-based audio/visual surveillance system. , 2008, , .		6
82	Sonel Mapping: A Probabilistic Acoustical Modeling Method. Building Acoustics, 2008, 15, 289-313.	1.9	3
83	Recognition of Hand Raising Gestures for a Remote Learning Application. , 2007, , .		9
84	Auditory Motion Perception Threshold. , 2007, , .		0
85	Virtual Reality-Based Interface for the Control of Multiple Surveillance Cameras. , 2007, , .		0
86	Audiovisual localization of multiple speakers in a video teleconferencing setting. International Journal of Imaging Systems and Technology, 2003, 13, 95-105.	4.1	34