

Regan Lee Mandryk

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7550636/publications.pdf>

Version: 2024-02-01

24
papers

527
citations

1478505

6
h-index

1720034

7
g-index

30
all docs

30
docs citations

30
times ranked

467
citing authors

#	ARTICLE	IF	CITATIONS
1	Biofeedback game design. , 2011, , .		182
2	The Potential of Game-Based Digital Biomarkers for Modeling Mental Health. JMIR Mental Health, 2019, 6, e13485.	3.3	58
3	Improving player balancing in racing games. , 2014, , .		54
4	Toward Game-Based Digital Mental Health Interventions: Player Habits and Preferences. Journal of Medical Internet Research, 2017, 19, e128.	4.3	47
5	Improving the Efficacy of Cognitive Training for Digital Mental Health Interventions Through Avatar Customization: Crowdsourced Quasi-Experimental Study. Journal of Medical Internet Research, 2019, 21, e10133.	4.3	42
6	Effective Gamification of the Stop-Signal Task: Two Controlled Laboratory Experiments. JMIR Serious Games, 2020, 8, e17810.	3.1	35
7	Assessing Social Anxiety Through Digital Biomarkers Embedded in a Gaming Task. , 2021, , .		16
8	FTVR in VR. , 2019, , .		14
9	Unsatisfied needs as a predictor of obsessive passion for videogame play.. Psychology of Popular Media, 2022, 11, 47-55.	1.4	12
10	Consequences, Schmonsequences! Considering the Future as Part of Publication and Peer Review in Computing Research. , 2021, , .		10
11	The Making and Evaluation of Digital Games Used for the Assessment of Attention: Systematic Review. JMIR Serious Games, 2021, 9, e26449.	3.1	10
12	An About Face. , 2018, , .		8
13	Video games for mental health. Interactions, 2019, 26, 32-36.	1.0	7
14	'In the Same Boat',. , 2019, , .		6
15	The Future of Emotion in Human-Computer Interaction. , 2022, , .		5
16	Prepare for Trouble and Make It Double: The Power Motive Predicts Pok�mon Choices Based on Apparent Strength. , 2021, , .		4
17	Designing a gameful system to support the collection, curation, exploration, and sharing of sports memorabilia. , 2014, , .		3
18	Iterative design of an augmented reality game and level-editing tool for use in the classroom. , 2014, , .		3

#	ARTICLE	IF	CITATIONS
19	Gemini redux: Understanding player perception of accumulated context. , 2014, , .		3
20	Eye Caramba: Gaze-based Assistance for Virtual Reality Aiming and Throwing Tasks in Games. , 2020, , .		3
21	The Development of Explicit and Implicit Game-Based Digital Behavioral Markers for the Assessment of Social Anxiety. Frontiers in Psychology, 2021, 12, 760850.	2.1	2
22	Session details: Health Sensors & Monitoring. , 2015, , .		0
23	Supporting accessibility at SIGCHI conferences. Interactions, 2020, 27, 68-69.	1.0	0
24	CHI 2030: The Future is Wide Open. , 2020, , .		0