

David Taylor

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7595286/publications.pdf>

Version: 2024-02-01

19
papers

419
citations

933447

10
h-index

839539

18
g-index

19
all docs

19
docs citations

19
times ranked

555
citing authors

#	ARTICLE	IF	CITATIONS
1	Emergency preparedness in the 21st century: Training and preparation modules in virtual environments. <i>Resuscitation</i> , 2013, 84, 78-84.	3.0	73
2	Virtual-world hospital simulation for real-world disaster response. <i>Journal of Trauma and Acute Care Surgery</i> , 2014, 77, 315-321.	2.1	54
3	Using Virtual Reality to Provide Health Care Information to People With Intellectual Disabilities: Acceptability, Usability, and Potential Utility. <i>Journal of Medical Internet Research</i> , 2011, 13, e91.	4.3	50
4	Operating room introduction for the novice. <i>American Journal of Surgery</i> , 2012, 203, 266-275.	1.8	48
5	Tactical and operational response to major incidents: Feasibility and reliability of skills assessment using novel virtual environments. <i>Resuscitation</i> , 2013, 84, 992-998.	3.0	43
6	Implementation of an Interactive Virtual-World Simulation for Structured Surgeon Assessment of Clinical Scenarios. <i>Journal of the American College of Surgeons</i> , 2013, 217, 270-279.	0.5	23
7	Surgical training: Design of a virtual care pathway approach. <i>Surgery</i> , 2014, 156, 689-697.	1.9	22
8	A Feasibility and Acceptability Trial of Social Cognitive Therapy in Early Psychosis Delivered Through a Virtual World: The VEEP Study. <i>Frontiers in Psychiatry</i> , 2020, 11, 219.	2.6	22
9	Major Incident Preparation for Acute Hospitals: Current State-of-the-Art, Training Needs Analysis, and the Role of Novel Virtual Worlds Simulation Technologies. <i>Journal of Emergency Medicine</i> , 2012, 43, 1029-1037.	0.7	17
10	Using virtual worlds as a platform for collaborative meetings in healthcare: a feasibility study. <i>BMC Health Services Research</i> , 2020, 20, 442.	2.2	12
11	Using Motion-Sensor Games to Encourage Physical Activity for Adults with Intellectual Disability. <i>Studies in Health Technology and Informatics</i> , 2016, 220, 417-23.	0.3	12
12	Virtual worlds are an innovative tool for medical device training in a simulated environment. <i>Studies in Health Technology and Informatics</i> , 2012, 173, 338-43.	0.3	10
13	Virtual Worlds as a Tool to Facilitate Weight Management for Young People. <i>Journal of Virtual Worlds Research</i> , 2013, 6, .	0.7	8
14	Testing a multicomponent lifestyle intervention for combatting childhood obesity. <i>BMC Public Health</i> , 2021, 21, 824.	2.9	8
15	Enhanced recovery simulation in colorectal surgery: design of virtual online patients. <i>Surgical Endoscopy and Other Interventional Techniques</i> , 2015, 29, 2270-2277.	2.4	6
16	Virtual worlds to support patient group communication? A questionnaire study investigating potential for virtual world focus group use by respiratory patients. <i>British Journal of Educational Technology</i> , 2017, 48, 451-461.	6.3	6
17	Using Virtual Worlds for Patient and Public Engagement. <i>International Journal of Technology, Knowledge and Society</i> , 2013, 9, 31-48.	0.2	4
18	3D Simulation of a Hospital Environment and Ward Round to Augment a Summer School Program for Pre-Medical Students. <i>Studies in Health Technology and Informatics</i> , 2014, 196, 209-14.	0.3	1

#	ARTICLE	IF	CITATIONS
19	AIM and the Patient's Perspective. , 2021, , 1-12.		0