

# Joseph R Keebler

## List of Publications by Year in descending order

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Version: 2024-02-01

70  
papers

871  
citations

623734

14  
h-index

552781

26  
g-index

72  
all docs

72  
docs citations

72  
times ranked

760  
citing authors

#	ARTICLE	IF	CITATIONS
1	The Development and Validation of the Game User Experience Satisfaction Scale (GUESS). Human Factors, 2016, 58, 1217-1247.	3.5	168
2	Medication safety in the operating room: literature and expert-based recommendations. British Journal of Anaesthesia, 2017, 118, 32-43.	3.4	83
3	Toward an Understanding of Trust Repair in Human-Robot Interaction. ACM Transactions on Interactive Intelligent Systems, 2018, 8, 1-30.	3.7	71
4	Meta-Analyses of the Effects of Standardized Handoff Protocols on Patient, Provider, and Organizational Outcomes. Human Factors, 2016, 58, 1187-1205.	3.5	69
5	Validation of a teamwork perceptions measure to increase patient safety. BMJ Quality and Safety, 2014, 23, 718-726.	3.7	56
6	Dissecting Communication Barriers in Healthcare: A Path to Enhancing Communication Resiliency, Reliability, and Patient Safety. Journal of Patient Safety, 2021, 17, e1465-e1471.	1.7	40
7	Patient perceptions on the use of driverless ambulances: An affective perspective. Transportation Research Part F: Traffic Psychology and Behaviour, 2018, 58, 431-441.	3.7	29
8	Measuring shared mental models in healthcare. Journal of Patient Safety and Risk Management, 2018, 23, 207-219.	0.6	21
9	Shifting the paradigm of music instruction: implications of embodiment stemming from an augmented reality guitar learning system. Frontiers in Psychology, 2014, 5, 471.	2.1	20
10	The Effects of Video Game Experience and Active Stereoscopy on Performance in Combat Identification Tasks. Human Factors, 2014, 56, 1482-1496.	3.5	18
11	Checklists: A Review of Their Origins, Benefits, and Current Uses as a Cognitive Aid in Medicine. Ergonomics in Design, 2019, 27, 21-26.	0.7	18
12	Developing a Model of Video Game Play: Motivations, Satisfactions, and Continuance Intentions. Simulation and Gaming, 2020, 51, 287-309.	1.9	18
13	Team Size, Team Role, Communication Modality, and Team Coordination in the Distributed Operation of Multiple Heterogeneous Unmanned Vehicles. Journal of Cognitive Engineering and Decision Making, 2011, 5, 106-131.	2.3	15
14	The influence of camouflage, obstruction, familiarity and spatial ability on target identification from an unmanned ground vehicle. Ergonomics, 2013, 56, 739-751.	2.1	14
15	Predictors of Nursing Graduate School Success. Nursing Education Perspectives, 2017, 38, 272-274.	0.7	14
16	Human Factors and Ergonomics in Healthcare: Industry Demands and a Path Forward. Human Factors, 2022, 64, 250-258.	3.5	11
17	The Influence of Team Size and Communication Modality on Team Effectiveness with Unmanned Systems. Proceedings of the Human Factors and Ergonomics Society, 2009, 53, 419-423.	0.3	10
18	Considerations for Multiteam Systems in Emergency Medical Services. Journal of Patient Safety, 2019, 15, 150-153.	1.7	10

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19	The effects of gender, flow and video game experience on combat identification training. <i>Ergonomics</i> , 2017, 60, 1101-1111.	2.1	9
20	Interactive Effects of Backup Behavior and Spatial Abilities in the Prediction of Teammate Workload Using Multiple Unmanned Vehicles. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2008, 52, 995-999.	0.3	8
21	Directly Comparing Handoff Protocols for Pediatric Hospitalists. <i>Hospital Pediatrics</i> , 2016, 6, 722-729.	1.3	8
22	Picking Up STEAM: Educational Implications for Teaching with an Augmented Reality Guitar Learning System. <i>Lecture Notes in Computer Science</i> , 2013, , 170-178.	1.3	8
23	Does standardisation improve post-operative anaesthesia handoffs? Meta-analyses on provider, patient, organisational, and handoff outcomes. <i>Ergonomics</i> , 2022, 65, 1138-1153.	2.1	8
24	Developing an Effective Combat Identification Training. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2011, 55, 1554-1558.	0.3	7
25	Understanding Teamwork in the Provision of Cancer Care: Highlighting the Role of Trust. <i>Journal of Oncology Practice</i> , 2016, 12, 1084-1090.	2.5	7
26	Effects of 2-Dimensional and 3-Dimensional Media Exposure Training in a Tank Recognition Task. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2007, 51, 1593-1597.	0.3	6
27	Effects of Communication Lag in Long Duration Space Flight Missions. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2015, 59, 6-10.	0.3	6
28	Human Factors Applied to Perioperative Process Improvement. <i>Anesthesiology Clinics</i> , 2018, 36, 17-29.	1.4	6
29	Medication safety in emergency medical services: approaching an evidence-based method of verification to reduce errors. <i>Therapeutic Advances in Drug Safety</i> , 2019, 10, 204209861882191.	2.4	6
30	Rethinking high reliability in healthcare: The role of error management theory towards advancing high reliability organizing. <i>Journal of Patient Safety and Risk Management</i> , 2019, 24, 127-133.	0.6	6
31	Handoffs & Teamwork: A Framework for Care Transition Communication. <i>Joint Commission Journal on Quality and Patient Safety</i> , 2022, 48, 343-343.	0.7	6
32	Beyond "spatial ability". , 2012, , .		5
33	Evaluation of COTS Simulations for Future HRI Teams. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2012, 56, 2547-2551.	0.3	5
34	Novelty and Retention for Two Augmented Reality Learning Systems. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2014, 58, 1164-1168.	0.3	5
35	Using the Cooperative Board Game <i>Pandemic</i> to Study Teamwork. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2016, 60, 1770-1774.	0.3	5
36	Communication in the Spaceflight Multi-Team System: Training and Technology Recommendations to Support Boundary Spanners. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2017, 61, 150-154.	0.3	5

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37	Recategorization of Video Game Genres. Proceedings of the Human Factors and Ergonomics Society, 2018, 62, 2099-2103.	0.3	5
38	Individual differences in SA measurement and performance in human-robot teaming. , 2012, , .		4
39	Predicting and interpreting identification errors in military vehicle training using multidimensional scaling. Ergonomics, 2014, 57, 844-855.	2.1	4
40	Shifts in Maximum Audiovisual Integration with Age. Multisensory Research, 2018, 31, 191-212.	1.1	4
41	Navigating the challenges of performing anesthesia handoffs and conducting anesthesia handoff research. International Anesthesiology Clinics, 2020, 58, 32-37.	0.8	4
42	Factors Affecting Performance of Human-Automation Teams. Advances in Intelligent Systems and Computing, 2017, , 331-340.	0.6	4
43	Introduction to Human Factors. , 0, , .		4
44	The development and validation of a universal enjoyment measure: The enjoy scale. Current Psychology, 2023, 42, 17733-17745.	2.8	4
45	Effects of Training Modality on Military Vehicle Identification in a Virtual Environment. Proceedings of the Human Factors and Ergonomics Society, 2008, 52, 2052-2056.	0.3	3
46	Effects of Sharing Control of Unmanned Vehicles on Backup Behavior and Workload in Distributed Operator Teams. Proceedings of the Human Factors and Ergonomics Society, 2009, 53, 1300-1303.	0.3	3
47	Gaining Ground: Merging Cognitive Load Theory with Human Factors Principles. Proceedings of the Human Factors and Ergonomics Society, 2010, 54, 667-671.	0.3	3
48	Developing Unmanned Aerial System Training. Proceedings of the Human Factors and Ergonomics Society, 2013, 57, 1259-1262.	0.3	3
49	Understanding Multiteam Systems in Emergency Care: One Case at a Time. Research on Managing Groups and Teams, 2014, , 157-183.	0.6	3
50	Assessing the User Experience of Video Games: Relationships Between Three Scales. Proceedings of the Human Factors and Ergonomics Society, 2019, 63, 1488-1492.	0.3	3
51	Acquisition of Skill Sets and Mental Models Over Time. Advances in Human Factors and Ergonomics Series, 2010, , 597-606.	0.2	3
52	Comparison of SA Measurement Techniques in a Human-Robot Team Task. Proceedings of the Human Factors and Ergonomics Society, 2012, 56, 1713-1717.	0.3	2
53	Learning Team Theories and Measurement through the Game Pandemic. Proceedings of the Human Factors and Ergonomics Society, 2014, 58, 442-446.	0.3	2
54	Building a Simulated Medical Augmented Reality Training System. Proceedings of the Human Factors and Ergonomics Society, 2014, 58, 1169-1173.	0.3	2

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55	Review of Combat Identification Training. Proceedings of the Human Factors and Ergonomics Society, 2015, 59, 1815-1819.	0.3	2
56	Using User Experience Scales to Predict Video Game Play and Purchasing Intent. Proceedings of the Human Factors and Ergonomics Society, 2020, 64, 2065-2069.	0.3	2
57	Visual and Cognitive Predictors of Visual Enhancement in Noisy Listening Conditions. Proceedings of the Human Factors and Ergonomics Society, 2013, 57, 1199-1203.	0.3	1
58	A Quantitative Model for Unifying Human Factors with Cognitive Load Theory. Proceedings of the Human Factors and Ergonomics Society, 2016, 60, 403-407.	0.3	1
59	Augmented Reality Systems in Training. , 0, , 278-292.		1
60	Does length of ride, gender, or nationality affect willingness to ride in a driverless ambulance?. Journal of Unmanned Vehicle Systems, 2019, 7, 39-53.	1.2	1
61	Team Combat Identification: Effects of Gender, Spatial Visualization, and Disagreement. Human Factors, 2021, 63, 684-695.	3.5	1
62	Best Practices for the Effective Implementation of Telerounding. Proceedings of the Human Factors and Ergonomics Society, 2012, 56, 1738-1742.	0.3	0
63	Life, the Universe, and Academia. Proceedings of the Human Factors and Ergonomics Society, 2013, 57, 438-442.	0.3	0
64	Object Identification Errors Can be Predicted from Attention Biases Acquired During Training. Proceedings of the Human Factors and Ergonomics Society, 2013, 57, 2106-2110.	0.3	0
65	Examining external validity issues in research with human operation of unmanned vehicles. Theoretical Issues in Ergonomics Science, 2014, 15, 395-414.	1.8	0
66	Variance in Academia. Proceedings of the Human Factors and Ergonomics Society, 2014, 58, 477-481.	0.3	0
67	Faster Than Light. Proceedings of the Human Factors and Ergonomics Society, 2016, 60, 1828-1832.	0.3	0
68	Preoperative Care Challenges in Ambulatory Clinics: A Proposed Research Agenda. Proceedings of the Human Factors and Ergonomics Society, 2017, 61, 1286-1290.	0.3	0
69	Combat Identification in Mixed Gender Teams. Proceedings of the Human Factors and Ergonomics Society, 2017, 61, 2005-2009.	0.3	0
70	Predicting General Aviation Pilots' Weather-Related Performance through a Scenario-Based Assessment. Proceedings of the Human Factors and Ergonomics Society, 2017, 61, 2000-2004.	0.3	0