

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 a universal enjoyment measure: The enjoy scale. <i>Current Psychology</i> , 2023, 42, 17733-17745.	2.8	4
2	Human Factors and Ergonomics in Healthcare: Industry Demands and a Path Forward. <i>Human Factors</i> , 2022, 64, 250-258.	3.5	11
3	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
4	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
5	Dissecting Communication Barriers in Healthcare: A Path to Enhancing Communication Resiliency, Reliability, and Patient Safety. <i>Journal of Patient Safety</i> , 2021, 17, e1465-e1471.	1.7	40
6	Team Combat Identification: Effects of Gender, Spatial Visualization, and Disagreement. <i>Human Factors</i> , 2021, 63, 684-695.	3.5	1
7	Navigating the challenges of performing anesthesia handoffs and conducting anesthesia handoff research. <i>International Anesthesiology Clinics</i> , 2020, 58, 32-37.	0.8	4
8	Developing a Model of Video Game Play: Motivations, Satisfactions, and Continuance Intentions. <i>Simulation and Gaming</i> , 2020, 51, 287-309.	1.9	18
9	Using User Experience Scales to Predict Video Game Play and Purchasing Intent. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2020, 64, 2065-2069.	0.3	2
10	Checklists: A Review of Their Origins, Benefits, and Current Uses as a Cognitive Aid in Medicine. <i>Ergonomics in Design</i> , 2019, 27, 21-26.	0.7	18
11	Does length of ride, gender, or nationality affect willingness to ride in a driverless ambulance?. <i>Journal of Unmanned Vehicle Systems</i> , 2019, 7, 39-53.	1.2	1
12	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
13	Assessing the User Experience of Video Games: Relationships Between Three Scales. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2019, 63, 1488-1492.	0.3	3
14	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
15	Considerations for Multiteam Systems in Emergency Medical Services. <i>Journal of Patient Safety</i> , 2019, 15, 150-153.	1.7	10
16	Shifts in Maximum Audiovisual Integration with Age. <i>Multisensory Research</i> , 2018, 31, 191-212.	1.1	4
17	Human Factors Applied to Perioperative Process Improvement. <i>Anesthesiology Clinics</i> , 2018, 36, 17-29.	1.4	6
18	Toward an Understanding of Trust Repair in Human-Robot Interaction. <i>ACM Transactions on Interactive Intelligent Systems</i> , 2018, 8, 1-30.	3.7	71

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19	Recategorization of Video Game Genres. Proceedings of the Human Factors and Ergonomics Society, 2018, 62, 2099-2103.	0.3	5
20	Measuring shared mental models in healthcare. Journal of Patient Safety and Risk Management, 2018, 23, 207-219.	0.6	21
21	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
22	The effects of gender, flow and video game experience on combat identification training. Ergonomics, 2017, 60, 1101-1111.	2.1	9
23	Medication safety in the operating room: literature and expert-based recommendations. British Journal of Anaesthesia, 2017, 118, 32-43.	3.4	83
24	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
25	Combat Identification in Mixed Gender Teams. Proceedings of the Human Factors and Ergonomics Society, 2017, 61, 2005-2009.	0.3	0
26	Predictors of Nursing Graduate School Success. Nursing Education Perspectives, 2017, 38, 272-274.	0.7	14
27	Communication in the Spaceflight Multi-Team System: Training and Technology Recommendations to Support Boundary Spanners. Proceedings of the Human Factors and Ergonomics Society, 2017, 61, 150-154.	0.3	5
28	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
29	Factors Affecting Performance of Human-Automation Teams. Advances in Intelligent Systems and Computing, 2017, , 331-340.	0.6	4
30	Understanding Teamwork in the Provision of Cancer Care: Highlighting the Role of Trust. Journal of Oncology Practice, 2016, 12, 1084-1090.	2.5	7
31	Using the Cooperative Board Game <i>Pandemic</i> to Study Teamwork. Proceedings of the Human Factors and Ergonomics Society, 2016, 60, 1770-1774.	0.3	5
32	Faster Than Light. Proceedings of the Human Factors and Ergonomics Society, 2016, 60, 1828-1832.	0.3	0
33	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
34	The Development and Validation of the Game User Experience Satisfaction Scale (GUESS). Human Factors, 2016, 58, 1217-1247.	3.5	168
35	Meta-Analyses of the Effects of Standardized Handoff Protocols on Patient, Provider, and Organizational Outcomes. Human Factors, 2016, 58, 1187-1205.	3.5	69
36	Directly Comparing Handoff Protocols for Pediatric Hospitalists. Hospital Pediatrics, 2016, 6, 722-729.	1.3	8

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37	Review of Combat Identification Training. Proceedings of the Human Factors and Ergonomics Society, 2015, 59, 1815-1819.	0.3	2
38	Effects of Communication Lag in Long Duration Space Flight Missions. Proceedings of the Human Factors and Ergonomics Society, 2015, 59, 6-10.	0.3	6
39	Novelty and Retention for Two Augmented Reality Learning Systems. Proceedings of the Human Factors and Ergonomics Society, 2014, 58, 1164-1168.	0.3	5
40	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
41	Understanding Multiteam Systems in Emergency Care: One Case at a Time. Research on Managing Groups and Teams, 2014, , 157-183.	0.6	3
42	Learning Team Theories and Measurement through the Game Pandemic. Proceedings of the Human Factors and Ergonomics Society, 2014, 58, 442-446.	0.3	2
43	Examining external validity issues in research with human operation of unmanned vehicles. Theoretical Issues in Ergonomics Science, 2014, 15, 395-414.	1.8	0
44	The Effects of Video Game Experience and Active Stereoscropy on Performance in Combat Identification Tasks. Human Factors, 2014, 56, 1482-1496.	3.5	18
45	Predicting and interpreting identification errors in military vehicle training using multidimensional scaling. Ergonomics, 2014, 57, 844-855.	2.1	4
46	Validation of a teamwork perceptions measure to increase patient safety. BMJ Quality and Safety, 2014, 23, 718-726.	3.7	56
47	Variance in Academia. Proceedings of the Human Factors and Ergonomics Society, 2014, 58, 477-481.	0.3	0
48	Building a Simulated Medical Augmented Reality Training System. Proceedings of the Human Factors and Ergonomics Society, 2014, 58, 1169-1173.	0.3	2
49	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
50	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
51	Life, the Universe, and Academia. Proceedings of the Human Factors and Ergonomics Society, 2013, 57, 438-442.	0.3	0
52	Developing Unmanned Aerial System Training. Proceedings of the Human Factors and Ergonomics Society, 2013, 57, 1259-1262.	0.3	3
53	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
54	Picking Up STEAM: Educational Implications for Teaching with an Augmented Reality Guitar Learning System. Lecture Notes in Computer Science, 2013, , 170-178.	1.3	8

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55	Beyond "spatial ability". , 2012, , .		5
56	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
57	Best Practices for the Effective Implementation of Telerounding. Proceedings of the Human Factors and Ergonomics Society, 2012, 56, 1738-1742.	0.3	0
58	Evaluation of COTS Simulations for Future HRI Teams. Proceedings of the Human Factors and Ergonomics Society, 2012, 56, 2547-2551.	0.3	5
59	Individual differences in SA measurement and performance in human-robot teaming. , 2012, , .		4
60	Developing an Effective Combat Identification Training. Proceedings of the Human Factors and Ergonomics Society, 2011, 55, 1554-1558.	0.3	7
61	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
62	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
63	Acquisition of Skill Sets and Mental Models Over Time. Advances in Human Factors and Ergonomics Series, 2010, , 597-606.	0.2	3
64	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
65	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
66	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
67	Interactive Effects of Backup Behavior and Spatial Abilities in the Prediction of Teammate Workload Using Multiple Unmanned Vehicles. Proceedings of the Human Factors and Ergonomics Society, 2008, 52, 995-999.	0.3	8
68	Effects of 2-Dimensional and 3-Dimensional Media Exposure Training in a Tank Recognition Task. Proceedings of the Human Factors and Ergonomics Society, 2007, 51, 1593-1597.	0.3	6
69	Augmented Reality Systems in Training. , 0, , 278-292.		1
70	Introduction to Human Factors. , 0, , .		4