## Isabel L Kampmann

## List of Publications by Year in Descending Order

Source: https://exaly.com/author-pdf/885373/isabel-l-kampmann-publications-by-year.pdf

Version: 2024-04-10

This document has been generated based on the publications and citations recorded by exaly.com. For the latest version of this publication list, visit the link given above.

The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

10	262	7	10
papers	citations	h-index	g-index
10	348 ext. citations	5.3	3.29
ext. papers		avg, IF	L-index

#	Paper	IF	Citations
10	Meta-analysis of virtual reality exposure therapy for social anxiety disorder. <i>Psychological Medicine</i> , <b>2021</b> , 1-3	6.9	4
9	Social comparison modulates coping with fear in virtual environments. <i>Journal of Anxiety Disorders</i> , <b>2020</b> , 72, 102226	10.9	О
8	Cognitive predictors of treatment outcome for exposure therapy: do changes in self-efficacy, self-focused attention, and estimated social costs predict symptom improvement in social anxiety disorder?. <i>BMC Psychiatry</i> , <b>2019</b> , 19, 80	4.2	10
7	Does Exposure Therapy Lead to Changes in Attention Bias and Approach-Avoidance Bias in Patients with Social Anxiety Disorder?. <i>Cognitive Therapy and Research</i> , <b>2018</b> , 42, 856-866	2.7	1
6	Self-report questionnaires, behavioral assessment tasks, and an implicit behavior measure: do they predict social anxiety in everyday life?. <i>PeerJ</i> , <b>2018</b> , 6, e5441	3.1	7
5	Meta-analysis of technology-assisted interventions for social anxiety disorder. <i>Journal of Anxiety Disorders</i> , <b>2016</b> , 42, 71-84	10.9	73
4	Exposure to virtual social interactions in the treatment of social anxiety disorder: A randomized controlled trial. <i>Behaviour Research and Therapy</i> , <b>2016</b> , 77, 147-56	5.2	86
3	Social interactions in virtual reality exposure therapy: A proof-of-concept pilot study. <i>Technology and Health Care</i> , <b>2015</b> , 23, 581-9	1.1	14
2	Controlling social stress in virtual reality environments. <i>PLoS ONE</i> , <b>2014</b> , 9, e92804	3.7	50
1	A virtual reality dialogue system for the treatment of social phobia <b>2012</b> ,		17