The Use of Virtual Reality Technology in the Treatment Disorders

Harvard Review of Psychiatry 25, 103-113 DOI: 10.1097/hrp.00000000000138

**Citation Report** 

| #  | Article   | IF               | CITATIONS         |
|----|---|------------------|-------------------|
| 1  | Introduction. Harvard Review of Psychiatry, 2017, 25, 101-102.  | 0.9              | 0                 |
| 2  | Review of Use and Integration of Mobile Apps Into Psychiatric Treatments. Current Psychiatry Reports, 2017, 19, 96.   | 2.1              | 68                |
| 3  | Applications of virtual reality in individuals with alcohol misuse: A systematic review. Addictive Behaviors, 2018, 81, 1-11.   | 1.7              | 66                |
| 4  | Clinical Virtual Reality: Emerging Opportunities for Psychiatry. Focus (American Psychiatric) Tj ETQq1 1 0.784314   | rgBT /Ove<br>0.4 | rlock 10 Tf<br>19 |
| 6  | Assessing and Treating Offenders with Mental Illness. , 2018, , 9-37.   |                  | 7                 |
| 7  | A prescription for "nature" – the potential of using virtual nature<br>in therapeutics. Neuropsychiatric Disease and Treatment, 2018, Volume 14, 3001-3013.                 | 1.0              | 139               |
| 8  | Height Simulation in a Virtual Reality CAVE System: Validity of Fear Responses and Effects of an<br>Immersion Manipulation. Frontiers in Human Neuroscience, 2018, 12, 372. | 1.0              | 50                |
| 9  | Virtual Reality for Anxiety Reduction Demonstrated by Quantitative EEG: A Pilot Study. Frontiers in Psychology, 2018, 9, 1280.  | 1.1              | 101               |
| 10 | Virtual Reality Exercise for Anxiety and Depression: A Preliminary Review of Current Research in an Emerging Field. Journal of Clinical Medicine, 2018, 7, 42.              | 1.0              | 137               |
| 11 | Virtual medicine: how virtual reality is easing pain, calming nerves and improving health. Medical<br>Journal of Australia, 2018, 209, 245-247.                             | 0.8              | 30                |
| 12 | Developing a Digitally Informed Curriculum in Psychiatry Education and Clinical Practice. Academic Psychiatry, 2018, 42, 782-790.   | 0.4              | 14                |
| 13 | Virtual reality for management of pain in hospitalized patients: A randomized comparative effectiveness trial. PLoS ONE, 2019, 14, e0219115.                                | 1.1              | 126               |
| 14 | Virtual offender: a pilot project on nurturing social work students' capacity to work with offenders.<br>China Journal of Social Work, 2019, 12, 56-69.                     | 0.3              | 2                 |
| 15 | Using biomechanics to investigate the effect of VR on eye vergence system. Applied Ergonomics, 2019, 81, 102883.  | 1.7              | 31                |
| 16 | The Effect of Cycling Through a Projection-Based Virtual Environment System on Generalized Anxiety<br>Disorder. Journal of Clinical Medicine, 2019, 8, 973.                 | 1.0              | 13                |
| 17 | A Literature Overview of Virtual Reality (VR) in Treatment of Psychiatric Disorders: Recent Advances and Limitations. Frontiers in Psychiatry, 2019, 10, 505.               | 1.3              | 213               |
| 18 | Comprehensive review on virtual reality for the treatment of violence: implications for youth with schizophrenia. NPJ Schizophrenia, 2019, 5, 11.                           | 2.0              | 15                |
| 19 | Evaluation of a Mental Care System for Patients Recuperating in a Sterile Room after Hematopoietic<br>Cell Transplantation. , 2019, 2019, 1314-1317.                        |                  | 2                 |

TION RED

| #  | Article  | IF  | CITATIONS |
|----|--|-----|-----------|
| 20 | A Visuo-Haptic Attention Training Game With Dynamic Adjustment of Difficulty. IEEE Access, 2019, 7, 68878-68891.   | 2.6 | 14        |
| 21 | Therapeutic Virtual Reality for Nyctophobic Disorder. , 2019, , .  |     | 1         |
| 22 | Evaluation of a Mindfulness-Based Intervention With and Without Virtual Reality Dialectical Behavior<br>Therapy® Mindfulness Skills Training for the Treatment of Generalized Anxiety Disorder in Primary<br>Care: A Pilot Study. Frontiers in Psychology, 2019, 10, 55. | 1.1 | 93        |
| 23 | iSenseVR: bringing VR exposure therapy outside the laboratory. Journal of Enabling Technologies, 2019, 13, 123-134.  | 0.7 | 1         |
| 24 | Difficulty factors for VR cognitive rehabilitation training – Crossing a virtual road. Computers and<br>Graphics, 2019, 83, 11-22.   | 1.4 | 15        |
| 25 | Clinical Results Using Virtual Reality. Journal of Technology in Human Services, 2019, 37, 51-74.  | 0.9 | 21        |
| 26 | Virtual Reality and Correctional Rehabilitation: A Game Changer. Criminal Justice and Behavior, 2019, 46, 1319-1336.   | 1.1 | 17        |
| 27 | Participatory Design of VR Scenarios for Exposure Therapy. , 2019, , .   |     | 24        |
| 28 | Using Virtual Reality Environments to Augment Cognitive Behavioral Therapy for Fears and Phobias in<br>Autistic Adults. Autism in Adulthood, 2019, 1, 134-145.   | 4.0 | 41        |
| 29 | Deconstructing the Gestalt: Mechanisms of Fear, Threat, and Trauma Memory Encoding. Neuron, 2019, 102, 60-74.  | 3.8 | 90        |
| 30 | Identifying Triggers of Alcohol Craving to Develop Effective Virtual Environments for Cue Exposure<br>Therapy. Frontiers in Psychology, 2019, 10, 74.  | 1.1 | 26        |
| 31 | User-Centered Virtual Reality for Promoting Relaxation: An Innovative Approach. Frontiers in Psychology, 2019, 10, 479.  | 1.1 | 65        |
| 32 | A Randomised Controlled Feasibility Trial of Immersive Virtual Reality Treatment with Cognitive<br>Behaviour Therapy for Specific Phobias in Young People with Autism Spectrum Disorder. Journal of<br>Autism and Developmental Disorders, 2019, 49, 1912-1927.          | 1.7 | 58        |
| 33 | Virtual reality in social marketing: a process evaluation. Marketing Intelligence and Planning, 2019, 37, 806-820.   | 2.1 | 36        |
| 34 | Mental health facility codesign: A new research method for integrating the service user voice in design processes using virtual reality. Annals of General Psychiatry, 2019, 32, e100061.  | 1.1 | 9         |
| 35 | Virtual Reality Exposure Therapy in Patients with Obsessive-Compulsive Disorder. , 2019, , .   |     | 6         |
| 36 | Virtual Reality–Based Biofeedback and Guided Meditation in Rheumatology: A Pilot Study. ACR Open<br>Rheumatology, 2019, 1, 667-675.  | 0.9 | 28        |
| 37 | Engineering a Showcase of Virtual Reality Exposure Therapy. , 2019, , .  |     | 1         |

| #  | Article  | IF  | CITATIONS |
|----|--|-----|-----------|
| 38 | Virtual Reality to Improve the Experience of the Mohs Patient—A Prospective Interventional Study.<br>Dermatologic Surgery, 2019, 45, 1009-1018.  | 0.4 | 22        |
| 39 | Causal Inference in Generalizable Environments: Systematic Representative Design. Psychological<br>Inquiry, 2019, 30, 173-202.   | 0.4 | 22        |
| 40 | Neuroscience of Virtual Reality: From Virtual Exposure to Embodied Medicine. Cyberpsychology,<br>Behavior, and Social Networking, 2019, 22, 82-96.   | 2.1 | 284       |
| 41 | Virtual Reality, Augmented Reality, and <i>In Vivo</i> Exposure Therapy: A Preliminary Comparison of Treatment Efficacy in Small Animal Phobia. Cyberpsychology, Behavior, and Social Networking, 2019, 22, 31-38. | 2.1 | 56        |
| 42 | Didactics of Smart Pedagogy. , 2019, , .   |     | 16        |
| 43 | Virtual Reality as a Learning Tool: How and Where to Start with Immersive Teaching. , 2019, , 353-369.   |     | 13        |
| 44 | A systematic review of technology-assisted interventions for co-morbid depression and substance use.<br>Journal of Telemedicine and Telecare, 2019, 25, 131-141.   | 1.4 | 18        |
| 46 | Virtual reality applications toward medical field. Clinical Epidemiology and Global Health, 2020, 8, 600-605.  | 0.9 | 117       |
| 47 | Low-Cost Virtual Reality Headsets Reduce Perceived Pain in Healthy Adults: A Multicenter Randomized<br>Crossover Trial. Games for Health Journal, 2020, 9, 129-136.  | 1.1 | 12        |
| 48 | "Help! l'm Afraid of Driving!―Review of Driving Fear and its Treatment. Cognitive Therapy and Research, 2020, 44, 420-444.   | 1.2 | 14        |
| 49 | Virtual treatment for veteran social anxiety disorder: A comparison of 360° video and 3D virtual<br>reality. Journal of Technology in Human Services, 2020, 38, 288-308.   | 0.9 | 23        |
| 50 | A Personalised Emotion-Based Model for Relaxation in Virtual Reality. Applied Sciences (Switzerland), 2020, 10, 6124.  | 1.3 | 10        |
| 51 | The Effect of Virtual Reality on Preoperative Anxiety: A Meta-Analysis of Randomized Controlled Trials.<br>Journal of Clinical Medicine, 2020, 9, 3151.  | 1.0 | 43        |
| 52 | The feasibility of verbal and virtual reality exposure for youth with academic performance worry.<br>Journal of Anxiety Disorders, 2020, 76, 102298.   | 1.5 | 7         |
| 53 | Application of VR virtual reality in film and television post-production. IOP Conference Series:<br>Materials Science and Engineering, 2020, 750, 012163.  | 0.3 | 0         |
| 54 | Effect of Virtual Reality on the EEG Sub-Band Frequency Powers of Autistic and Control groups. ,<br>2020, , .  |     | 4         |
| 55 | Use of virtual reality for symptom management in solid-tumor patients with implications for primary brain tumor research: a systematic review. Neuro-Oncology Practice, 2020, 7, 477-489.                          | 1.0 | 10        |
| 56 | Innovative Analysis of Higher Vocational Education Model Based on Virtual Reality Technology.<br>Journal of Physics: Conference Series, 2020, 1533, 022097.  | 0.3 | 2         |

| #  | Article  | IF  | CITATIONS |
|----|--|-----|-----------|
| 57 | Utilization of virtual reality content for laboratory practicum learning. IOP Conference Series:<br>Materials Science and Engineering, 2020, 732, 012087.  | 0.3 | 0         |
| 58 | Global Storm of Stress-Related Psychopathological Symptoms: A Brief Overview on the Usefulness of<br>Virtual Reality in Facing the Mental Health Impact of COVID-19. Cyberpsychology, Behavior, and Social<br>Networking, 2020, 23, 782-788. | 2.1 | 49        |
| 59 | The Multi-factorial Complexity of Social Work Practice and Implications for Interventions. Journal of Evidence-Based Social Work (United States), 2020, 17, 385-391.   | 0.3 | 2         |
| 60 | Efficacy of immersive PTSD treatments: A systematic review of virtual and augmented reality exposure therapy and a meta-analysis of virtual reality exposure therapy. Journal of Psychiatric Research, 2021, 143, 516-527.                   | 1.5 | 59        |
| 61 | The clinical potential of augmented reality Clinical Psychology: Science and Practice, 2020, 27, .   | 0.6 | 19        |
| 62 | What can virtual reality offer to stroke patients? A narrative review of the literature.<br>NeuroRehabilitation, 2020, 47, 109-120.  | 0.5 | 19        |
| 63 | VR Panoramic Technology in Urban Rail Transit Vehicle Engineering Simulation System. IEEE Access, 2020, 8, 140673-140681.  | 2.6 | 12        |
| 64 | "Now i can see me―designing a multi-user virtual reality remote psychotherapy for body weight and<br>shape concerns. Human-Computer Interaction, 2022, 37, 314-340.  | 3.1 | 32        |
| 65 | Virtual reality and non-invasive brain stimulation for rehabilitation applications: a systematic review.<br>Journal of NeuroEngineering and Rehabilitation, 2020, 17, 147.   | 2.4 | 37        |
| 66 | Feasibility Analysis of VR Technology in Physical Education and Sports Training. IEEE Access, 2024, , 1-1.   | 2.6 | 8         |
| 67 | Cake Fertilizer and Humic Acid on Soil Nutrients and Growth of Flue-cured Tobacco under VR vision.<br>IEEE Access, 2020, , 1-1.  | 2.6 | 3         |
| 68 | Teaching Strategies of Biological Experiments in Middle Schools Based on VR Technology. IEEE Access, 2020, , 1-1.  | 2.6 | 2         |
| 69 | Predictors of Changes in Alcohol Craving Levels during a Virtual Reality Cue Exposure Treatment among Patients with Alcohol Use Disorder. Journal of Clinical Medicine, 2020, 9, 3018.   | 1.0 | 22        |
| 70 | Psychiatric Interventions in Virtual Reality: Why We Need an Ethical Framework. Cambridge Quarterly of Healthcare Ethics, 2020, 29, 574-584.   | 0.5 | 13        |
| 71 | Stress Reduction Using Bilateral Stimulation in Virtual Reality. IEEE Access, 2020, 8, 200351-200366.  | 2.6 | 24        |
| 72 | Virtual Reality for Pain Management in Cancer: A Comprehensive Review. IEEE Access, 2020, 8, 225475-225489.  | 2.6 | 19        |
| 73 | Shinrin-yoku (Forest Bathing) Reduces Stress and Increases People's Positive Affect and Well-Being in<br>Comparison with Its Digital Counterpart. Ecopsychology, 2020, 12, 247-256.  | 0.8 | 17        |
| 74 | Does Practicing with a Virtual Reality Driving Simulator Improve Spatial Cognition in Older Adults? A<br>Pilot Study. Neuroscience Insights, 2020, 15, 263310552096793.  | 0.9 | 13        |

| #  | Article   | IF  | CITATIONS |
|----|---|-----|-----------|
| 75 | Efficacy of mobile app-based interactive cognitive behavioral therapy using a chatbot for panic disorder. International Journal of Medical Informatics, 2020, 140, 104171.  | 1.6 | 59        |
| 76 | Virtual Reality in Neurosurgery: "Can You See It?â€â€"A Review of the Current Applications and Future<br>Potential. World Neurosurgery, 2020, 141, 291-298.   | 0.7 | 62        |
| 77 | The Effect of Virtual Reality and Heart Rate Variability Using Deep Learning for Reducing Stage Fright-<br>Glossophobia. , 2020, , .  |     | 1         |
| 78 | The Use of Virtual Reality to Reduce Preoperative Anxiety in First-Time Sternotomy Patients: A<br>Randomized Controlled Pilot Trial. Mayo Clinic Proceedings, 2020, 95, 1148-1157.  | 1.4 | 24        |
| 79 | Virtual reality in psychiatric disorders: A systematic review of reviews. Complementary Therapies in Medicine, 2020, 52, 102480.  | 1.3 | 123       |
| 80 | The use of virtual reality (VR) exposure for reducing contamination fear and disgust: Can VR be an effective alternative exposure technique to in vivo?. Journal of Obsessive-Compulsive and Related Disorders, 2020, 25, 100518.   | 0.7 | 17        |
| 81 | What Is the Relationship Among Positive Emotions, Sense of Presence, and Ease of Interaction in<br>Virtual Reality Systems? An On-Site Evaluation of a Commercial Virtual Experience. Presence:<br>Teleoperators and Virtual Environments, 2018, 27, 183-201.                       | 0.3 | 24        |
| 82 | A randomised controlled trial to assess the feasibility of utilising virtual reality to facilitate analgesia during external cephalic version. Scientific Reports, 2020, 10, 3141.  | 1.6 | 7         |
| 83 | Can Simulated Nature Support Mental Health? Comparing Short, Single-Doses of 360-Degree Nature<br>Videos in Virtual Reality With the Outdoors. Frontiers in Psychology, 2019, 10, 2667.   | 1.1 | 202       |
| 84 | Older Adults With Cognitive and/or Physical Impairments Can Benefit From Immersive Virtual Reality<br>Experiences: A Feasibility Study. Frontiers in Medicine, 2019, 6, 329.  | 1.2 | 138       |
| 85 | Patients suffering from psychological impairments following critical illness are in need of information. Journal of Intensive Care, 2020, 8, 6.   | 1.3 | 36        |
| 86 | STUDY PROTOCOL: EXPOSURE IN VIRTUAL REALITY FOR SOCIAL ANXIETY DISORDER - a randomized controlled superiority trial comparing cognitive behavioral therapy with virtual reality based exposure to cognitive behavioral therapy with in vivo exposure. BMC Psychiatry, 2020, 20, 32. | 1.1 | 8         |
| 87 | SoundFields: A Virtual Reality Game Designed to Address Auditory Hypersensitivity in Individuals with<br>Autism Spectrum Disorder. Applied Sciences (Switzerland), 2020, 10, 2996.  | 1.3 | 36        |
| 88 | Examination of electrodermal and cardio-vascular reactivity in virtual reality through a combined stress induction protocol. Journal of Ambient Intelligence and Humanized Computing, 2020, 11, 6033-6042.  | 3.3 | 12        |
| 89 | Effects of virtual reality therapy on perceived pain intensity, anxiety, catastrophising and selfâ€efficacy<br>among adolescents with cancer. Counselling and Psychotherapy Research, 2021, 21, 218-226.  | 1.7 | 19        |
| 90 | Virtual Reality One-Session Treatment of Child-Specific Phobia of Dogs: A Controlled, Multiple<br>Baseline Case Series. Behavior Therapy, 2021, 52, 478-491.  | 1.3 | 14        |
| 91 | Immersive virtual reality as a pedagogical tool in education: a systematic literature review of<br>quantitative learning outcomes and experimental design. Journal of Computers in Education, 2021, 8,<br>1-32.   | 5.0 | 335       |
| 92 | A Reflection on Virtual Reality Design for Psychological, Cognitive and Behavioral Interventions:<br>Design Needs, Opportunities and Challenges. International Journal of Human-Computer Interaction,<br>2021, 37, 851-866.   | 3.3 | 16        |

| #   | Article   | IF  | CITATIONS |
|-----|---|-----|-----------|
| 93  | Cyber-Therapy: The Use of Artificial Intelligence in Psychological Practice. Advances in Intelligent<br>Systems and Computing, 2021, , 127-132.   | 0.5 | 4         |
| 94  | A Medical Liquid Varifocal Endoscope for Abdominal Cavity and its Parallax Estimation Algorithm<br>Compatible with WBANs. IEEE Sensors Journal, 2021, , 1-1.  | 2.4 | 2         |
| 95  | Optimization of building model based on 5G virtual reality technology in computer vision software.<br>Mathematical Biosciences and Engineering, 2021, 18, 7936-7954.  | 1.0 | 3         |
| 96  | Application of VR Technology in Library Roaming System Under the View of Digital Media. Advances in<br>Intelligent Systems and Computing, 2021, , 644-650.  | 0.5 | 0         |
| 97  | Construction of Curriculum System of Preschool Education Specialty Based on Virtual Reality Technology. Advances in Intelligent Systems and Computing, 2021, , 574-581.   | 0.5 | 0         |
| 98  | Complications of intracavitary brachytherapy for gynecologic cancers and their management: A comprehensive review. Brachytherapy, 2021, 20, 984-994.  | 0.2 | 6         |
| 99  | An Intelligent Virtual-Reality System With Multi-Model Sensing for Cue-Elicited Craving in Patients<br>With Methamphetamine Use Disorder. IEEE Transactions on Biomedical Engineering, 2021, 68, 2270-2280.   | 2.5 | 21        |
| 101 | Co-watching 360-Films in Nursing Homes. Lecture Notes in Computer Science, 2021, , 502-521.   | 1.0 | 2         |
| 102 | Virtual Reality in Social Work Education. Advances in Higher Education and Professional Development Book Series, 2021, , 232-256.   | 0.1 | 1         |
| 103 | Empathy Games for Depression Using Virtual Reality: A Literature Review and A Study Design. , 0, , .  |     | 4         |
| 104 | Management of obsessive–compulsive disorder with virtual reality-based exposure. Industrial<br>Psychiatry, 2021, 30, 179.   | 0.3 | 2         |
| 105 | Virtual Reality Group Therapy for the Treatment of Depression: A Qualitative Study on Stakeholder<br>Perspectives. Frontiers in Virtual Reality, 2021, 1, .   | 2.5 | 8         |
| 106 | MIND-VR: Design and Evaluation Protocol of a Virtual Reality Psychoeducational Experience on Stress<br>and Anxiety for the Psychological Support of Healthcare Workers Involved in the COVID-19 Pandemic.<br>Frontiers in Virtual Reality, 2021, 2, . | 2.5 | 11        |
| 107 | Research on College Physical Education and Sports Training Based on Virtual Reality Technology.<br>Mathematical Problems in Engineering, 2021, 2021, 1-8.   | 0.6 | 30        |
| 108 | Virtual reality intervention to improve apathy in residential aged care: protocol for a multisite non-randomised controlled trial. BMJ Open, 2021, 11, e046030.   | 0.8 | 6         |
| 109 | Attentional Bias, Alcohol Craving, and Anxiety Implications of the Virtual Reality Cue-Exposure<br>Therapy in Severe Alcohol Use Disorder: A Case Report. Frontiers in Psychology, 2021, 12, 543586.  | 1.1 | 11        |
| 110 | Lo stato dell'arte riguardo l'utilizzo della realtà virtuale nel trattamento dell'ansia e la<br>presentazione di un nuovo software. Quaderni Di Psicoterapia Cognitiva, 2020, , 7-26.   | 0.1 | 0         |
| 111 | A Meta-Analysis of the Efficacy of Virtual Reality and In Vivo Exposure Therapy as Psychological<br>Interventions for Public Speaking Anxiety. Behavior Modification, 2022, 46, 937-965.  | 1.1 | 15        |

| #   | Article  | IF  | CITATIONS |
|-----|--|-----|-----------|
| 112 | Teaching Research of Integrating Virtual Reality Technology into Environmental Design Professional<br>Courses. Journal of Physics: Conference Series, 2021, 1744, 042220.  | 0.3 | 2         |
| 113 | Depression Prevention by Mutual Empathy Training: Using Virtual Reality as a Tool. , 2021, , .   |     | 3         |
| 115 | Basketball Technology Simulation Application Based on Virtual Reality. Mathematical Problems in Engineering, 2021, 2021, 1-9.  | 0.6 | 2         |
| 117 | Effects on Mood and EEG States After Meditation in Augmented Reality With and Without Adjunctive Neurofeedback. Frontiers in Virtual Reality, 2021, 2, .   | 2.5 | 11        |
| 119 | Emergency drug usage during flight and airline safety management for passengers. Journal of<br>Toxicology and Environmental Health - Part A: Current Issues, 2021, 84, 529-535.  | 1.1 | 0         |
| 120 | Feasibility and Efficacy of Virtual Reality Interventions to Improve Psychosocial Functioning in Psychosis: Systematic Review. JMIR Mental Health, 2022, 9, e28502.  | 1.7 | 16        |
| 121 | A Review of Cognitive and Behavioral Interventions for Tic Disorder. Soa¡\$ceongso'nyeon Jeongsin<br>Yihag, 2021, 32, 51-62.   | 0.3 | 3         |
| 122 | Physiotherapist beliefs and perspectives on virtual reality–supported rehabilitation for the<br>assessment and management of musculoskeletal shoulder pain: a focus group study protocol. HRB<br>Open Research, 2021, 4, 40.   | 0.3 | 3         |
| 123 | Can Approaching Anxiety Like a Habit Lead to Novel Treatments?. American Journal of Lifestyle<br>Medicine, 2021, 15, 489-494.  | 0.8 | 7         |
| 124 | Virtual Reality App for Treating Eating Behavior in Eating Disorders: Development and Usability Study.<br>JMIR Serious Games, 2021, 9, e24998.   | 1.7 | 10        |
| 125 | Biofeedback-Based Connected Mental Health Interventions for Anxiety: Systematic Literature Review.<br>JMIR MHealth and UHealth, 2021, 9, e26038.   | 1.8 | 22        |
| 126 | Animation of virtual medical system under the background of virtual reality technology.<br>Computational Intelligence, 2022, 38, 88-105.   | 2.1 | 6         |
| 127 | Design of Execution System Based on Artificial Intelligence Technology. Journal of Physics:<br>Conference Series, 2021, 1852, 022033.  | 0.3 | 2         |
| 129 | Application of Virtual Reality Technology (VR) in Practice Teaching of Sports Rehabilitation Major.<br>Journal of Physics: Conference Series, 2021, 1852, 042007.  | 0.3 | 6         |
| 130 | Ultrasound Biomicroscopy Diagnosis Analysis and Fine Care of Anterior Segment Injury of Traumatic<br>Anterior Chamber Based on Intelligent Virtual Reality Technology. Journal of Healthcare Engineering,<br>2021, 2021, 1-12. | 1.1 | 2         |
| 131 | Exploring the effectiveness of immersive Virtual Reality interventions in the management of musculoskeletal pain: a state-of-the-art review. Physical Therapy Reviews, 2021, 26, 262-275.                                      | 0.3 | 13        |
| 132 | Affective Neurofeedback Under Naturalistic Conditions: A Mini-Review of Current Achievements and<br>Open Challenges. Frontiers in Neuroergonomics, 2021, 2, .  | 0.6 | 5         |
| 133 | Investigating Cognitive Global Coordination in normal and autistic children using virtual reality environments – An EEG Study. , 2021, , .   |     | 2         |

|     |  | 15  | Circipionia |
|-----|--|-----|-------------|
| #   | ARTICLE<br>Real-time virtual reality co-creation: collective intelligence and consciousness for student  | IF  | CITATIONS   |
| 134 | engagement and focused attention within online communities. Interactive Learning Environments, 2023, 31, 3422-3435.  | 4.4 | 11          |
| 135 | Virtual reality as a distraction therapy in obstetrics and gynaecology. BMJ Innovations, 2021, 7, 556-563.   | 1.0 | Ο           |
| 136 | Point cloud computing algorithm on object surface based on virtual reality technology.<br>Computational Intelligence, 2022, 38, 106-120.   | 2.1 | 4           |
| 137 | Clinical Manifestations of Ultrasonic Virtual Reality in the Diagnosis and Treatment of Cardiovascular Diseases. Journal of Healthcare Engineering, 2021, 2021, 1-12.  | 1.1 | 4           |
| 138 | Virtual reality may reduce anxiety and enhance surgical experience during wide-awake local<br>anaesthesia no tourniquet surgery: A report of two cases. Journal of Perioperative Practice, 2021, ,<br>175045892098404. | 0.3 | 2           |
| 139 | Virtual reality for the enhancement of emotion regulation. Clinical Psychology and Psychotherapy, 2021, 28, 519-537.   | 1.4 | 25          |
| 140 | The Use of Virtual Reality Technologies to Reduce Anxiety and Improve Experience in Chemotherapy<br>Patients During Treatment. Frontiers in Virtual Reality, 2021, 2, .  | 2.5 | 11          |
| 141 | Gaming Your Mental Health: A Narrative Review on Mitigating Symptoms of Depression and Anxiety<br>Using Commercial Video Games. JMIR Serious Games, 2021, 9, e26575.   | 1.7 | 60          |
| 142 | Designing Individualised Virtual Reality Applications for Supporting Depression: A Feasibility Study. , 2021, , .  |     | 12          |
| 143 | Overwhelmed by Bodily Sensations. Physician Assistant Clinics, 2021, 6, 515-526.   | 0.1 | 1           |
| 144 | The Impact of Virtual Reality Exposure on Stress Level and Sense of Competence in Ambulance<br>Workers. Journal of Traumatic Stress, 2022, 35, 120-127.  | 1.0 | 3           |
| 145 | Virtual Reality for Exposure Therapy. , 2021, , .  |     | 1           |
| 146 | Extended Reality for Enhanced Telehealth During and Beyond COVID-19: Viewpoint. JMIR Serious Games, 2021, 9, e26520.   | 1.7 | 16          |
| 147 | Exploring Differences in Student Learning and Behavior Between Real-life and Virtual Reality Chemistry Laboratories. Journal of Science Education and Technology, 2021, 30, 862-876.                                   | 2.4 | 34          |
| 148 | Effectiveness of immersive virtual reality-supported interventions for patients with disorders or impairments: a systematic review and meta-analysis. Health and Technology, 2021, 11, 811-833.                        | 2.1 | 8           |
| 149 | Harnessing the Spatial Foundation of Mind in Breaking Vicious Cycles in Anxiety, Insomnia, and<br>Depression: The Future of Virtual Reality Therapy Applications. Frontiers in Psychiatry, 2021, 12, 645289.           | 1.3 | 2           |
| 150 | The Use of Virtual Therapy in Cardiac Rehabilitation of Female Patients with Heart Disease. Medicina<br>(Lithuania), 2021, 57, 768.  | 0.8 | 11          |
| 151 | Emotional self-regulation, virtual reality and neurofeedback. Computers in Human Behavior Reports, 2021, 4, 100101.  | 2.3 | 6           |

ARTICLE IF CITATIONS # Value of ddPCR in the Preoperative Diagnosis of Solitary Pulmonary Nodules Based on the Observation of Virtual Reality Images of Smart Medical Treatment. Journal of Healthcare Engineering, 152 1.1 3 2021, 2021, 1-11. Application of Ultrasound Virtual Reality in the Diagnosis and Treatment of Cardiovascular Diseases. 1.1 Journal of Healthcare Engineering, 2021, 2021, 1-10. Immersive virtual reality in patients with moderate and severe traumatic brain injury: a feasibility 154 2.1 4 study. Health and Technology, 2021, 11, 1035-1044. A randomized controlled trial assessing the efficacy of a virtual reality biofeedback video game: 1.1 Anxiety outcomes and appraisal processes.. Technology Mind and Behavior, 2021, 2, . The Effectiveness of Self-Guided Virtual-Reality Exposure Therapy for Public-Speaking Anxiety. 156 1.315 Frontiers in Psychiatry, 2021, 12, 694610. Virtual Reality Exergames in Rehabilitation Program for Cerebral Palsy Children. International Journal of Computer Applications, 2021, 183, 46-51. 0.2 Integrating virtual realities and psychotherapy: SWOT analysis on VR and MR based treatments of 158 1.9 16 anxiety and stress-related disorders. Cognitive Behaviour Therapy, 2021, 50, 509-526. Therapeutic virtual reality in prison: Participatory design with incarcerated women. New Media and 3.1 Society, 2021, 23, 2210-2229. Research Based on Visual Sensors and VR in the Field of Visual Culture. Journal of Sensors, 2021, 2021, 160 0.6 2 1-11. Virtual Reality for Supporting the Treatment of Depression and Anxiety: Scoping Review. JMIR Mental 1.7 64 Health, 2021, 8, e29681. The growing field of digital psychiatry: current evidence and the future of apps, social media, 162 337 4.8 chatbots, and virtual reality. World Psychiatry, 2021, 20, 318-335. Virtual reality for relatives of ICU patients to improve psychological sequelae: study protocol for a 0.8 multicentre, randomised controlled trial. BMJ Open, 2021, 11, e049704. Facilitator Contact, Discussion Boards, and Virtual Badges as Adherence Enhancements to a Web-Based, Self-guided, Positive Psychological Intervention for Depression: Randomized Controlled 164 2.1 17 Trial. Journal of Medical Internet Research, 2021, 23, e25922. Can Self-report in a Virtual Environment Enhance our Understanding of Hoarding Deficits? A Pilot 1.4 Investigation. Heliyon, 2021, 7, e07986. Designing virtual natural environments for older adults in residential care facilities. Technology and 166 0.33 Disability, 2021, 33, 305-318. Fright, attention, and joy while killing zombies in Virtual Reality: A psychophysiological analysis of VR 23 user experience. Psychology and Marketing, 2021, 38, 937-947. Application of VR Technology in Japanese Education. Advances in Intelligent Systems and Computing, 168 0.5 0 2021, , 217-224. Virtual Reality as a Tool for Mental Health and Conscious Living and Death., 2021, , 414-436.

| #   | Article   | IF  | CITATIONS |
|-----|---|-----|-----------|
| 170 | Depression Detection Using Virtual Reality: A Literature Review. , 0, , .   |     | 1         |
| 171 | Navigating uncharted waters: Designing business models for virtual and augmented reality companies<br>in the medical industry. Journal of Engineering and Technology Management - JET-M, 2021, 59, 101614.  | 1.4 | 15        |
| 173 | Full Body Immersive Virtual Reality System with Motion Recognition Camera Targeting the Treatment of Spider Phobia. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2019, , 216-230.               | 0.2 | 5         |
| 174 | Dementia: I Am Physically Fading. Can Virtual Reality Help? Physical Training for People with Dementia<br>in Confined Mental Health Units. Lecture Notes in Computer Science, 2020, , 366-382.  | 1.0 | 13        |
| 175 | Virtual Savannah: An Effective Therapeutic and Relaxing Treatment for People with Subjective Cognitive Decline. Lecture Notes in Computer Science, 2020, , 107-112.   | 1.0 | 3         |
| 176 | Cognitive Behavioral Therapy, Mindfulness-Based Cognitive Therapy and Acceptance Commitment<br>Therapy for Anxiety Disorders: Integrating Traditional with Digital Treatment Approaches. Advances in<br>Experimental Medicine and Biology, 2020, 1191, 291-329. | 0.8 | 39        |
| 178 | Virtual reality-enabled treatment of nightmares Dreaming, 2018, 28, 205-224.  | 0.3 | 10        |
| 179 | Is clinical virtual reality ready for primetime?. Neuropsychology, 2017, 31, 877-899.   | 1.0 | 186       |
| 180 | Impact of VR Settings on Immersiveness in VR-Based Construction Skills Training: Case Study of Scaffolding Work. , 2020, , .  |     | 4         |
| 181 | Clinical virtual reality in mental health and rehabilitation: a brief review of the future!. , 2019, , .  |     | 9         |
| 182 | Time to Get Personal: Individualised Virtual Reality for Mental Health. , 2020, , .   |     | 18        |
| 183 | Use of virtual reality games in people with depression and anxiety. , 2020, , .   |     | 10        |
| 184 | Serenity. , 2020, , .   |     | 6         |
| 185 | Cognitive behavioural therapy in virtual reality treatments across mental health conditions: a systematic review. Consortium Psychiatricum, 2020, 1, 30-46.   | 0.2 | 4         |
| 186 | A Free Virtual Reality Experience to Prepare Pediatric Patients for Magnetic Resonance Imaging:<br>Cross-Sectional Questionnaire Study. JMIR Pediatrics and Parenting, 2019, 2, e11684.   | 0.8 | 40        |
| 187 | Recommendations for Methodology of Virtual Reality Clinical Trials in Health Care by an<br>International Working Group: Iterative Study. JMIR Mental Health, 2019, 6, e11973.   | 1.7 | 204       |
| 188 | Exploring the Potential for Use of Virtual Reality Technology in the Treatment of Severe Mental<br>Illness Among Adults in Mid-Norway: Collaborative Research Between Clinicians and Researchers. JMIR<br>Formative Research, 2019, 3, e13633.                  | 0.7 | 12        |
| 189 | Virtual Reality Games and the Role of Body Involvement in Enhancing Positive Emotions and<br>Decreasing Anxiety: Within-Subjects Pilot Study. JMIR Serious Games, 2020, 8, e15635.  | 1.7 | 44        |

| #   | Article   | IF  | CITATIONS |
|-----|---|-----|-----------|
| 190 | Evidence on Virtual Reality–Based Therapies for Psychiatric Disorders: Meta-Review of Meta-Analyses.<br>Journal of Medical Internet Research, 2020, 22, e20889.   | 2.1 | 59        |
| 191 | Effectiveness of a Participatory and Interactive Virtual Reality Intervention in Patients With Social<br>Anxiety Disorder: Longitudinal Questionnaire Study. Journal of Medical Internet Research, 2020, 22,<br>e23024.                         | 2.1 | 27        |
| 193 | Virtual Reality Speaking Application Utilisation in Combatting Presentation Apprehension. Asian<br>Journal of University Education, 2020, 15, 235.  | 0.8 | 5         |
| 194 | Visuo-Haptic-Based Multimodal Feedback Virtual Reality Solution to Improve Anxiety Symptoms: A<br>Proof-of-Concept Study. Psychiatry Investigation, 2019, 16, 167-171.  | 0.7 | 15        |
| 195 | Virtual reality as a clinical tool in mental health research and practice. Dialogues in Clinical Neuroscience, 2020, 22, 169-177.   | 1.8 | 98        |
| 196 | The Application of Folk Art with Virtual Reality Technology in Visual Communication. Intelligent Automation and Soft Computing, 2020, 26, 783-793.  | 1.6 | 4         |
| 197 | Virtual Reality Exposure Therapy for Posttraumatic Stress Disorder. Psychiatric Annals, 2019, 49,<br>343-347.   | 0.1 | 5         |
| 198 | The Use of Virtual Reality in Psychiatry: A Review. Soa¡\$ceongso'nyeon Jeongsin Yihag, 2020, 31, 26-32.  | 0.3 | 46        |
| 199 | Pilot randomized trial of self-guided virtual reality exposure therapy for social anxiety disorder.<br>Behaviour Research and Therapy, 2021, 147, 103984.   | 1.6 | 26        |
| 200 | Embedded Design of 3D Image Intelligent Display System Based on Virtual Reality Technology. Wireless<br>Communications and Mobile Computing, 2021, 2021, 1-9.   | 0.8 | 2         |
| 201 | The effects of immersive garden experience on the health care to elderly residents with<br>mild-to-moderate cognitiveÂimpairment living in nursing homes after the COVID-19 pandemic. Landscape<br>and Ecological Engineering, 2022, 18, 45-56. | 0.7 | 12        |
| 202 | Virtual reality interventions and the outcome measures of adult patients in acute care settings undergoing surgical procedures: An integrative review. Journal of Advanced Nursing, 2022, 78, 645-665.  | 1.5 | 5         |
| 203 | Effects of Virtual Reality Exposure Therapy on Dentophobia in Clients of Dental Offices in Isfahan,<br>Tehran, and Shahrekord (Iran). Iranian Journal of Psychiatry and Behavioral Sciences, 2021, 15, .  | 0.1 | 1         |
| 204 | College Physical Education Teaching Aided by Virtual Reality Technology. Mobile Information Systems, 2021, 2021, 1-11.  | 0.4 | 7         |
| 205 | AR-Based Mobile Applications for Exposure Therapy. Communications in Computer and Information Science, 2018, , 319-325.   | 0.4 | 0         |
| 208 | Realidad virtual como tratamiento para la fobia especÃfica a las arañas: una revisión sistemática.<br>Psychologia, 2019, 13, 101-109.   | 0.2 | 1         |
| 209 | A Showcase of Medical, Therapeutic and Pastime Uses of Virtual Reality (VR) and How (VR) Is Impacting the Dementia Sector. Advances in Experimental Medicine and Biology, 2019, 1156, 135-141.  | 0.8 | 2         |
| 211 | Effects of Applying Virtual Reality for Immersive Anxiety Reduction in Dental Patients. Journal of Anxiety & Depression, 2019, 2, .   | 0.2 | 0         |

| #<br>213 | ARTICLE<br>Virtual Environment for Autism. Drawing Space for Connection and Inclusion: an Open Debate. , 2020, ,  | IF  | CITATIONS<br>0 |
|----------|---|-----|----------------|
| 214      | Virtual Reality and Augmeneted Reality for Managing Symptoms. , 2020, , 85-104.   |     | 0              |
| 216      | Think+. , 2020, , .   |     | 3              |
| 218      | Realtà virtuale e ipnosi. Ipnosi, 2020, , 49-60.  | 0.1 | 0              |
| 220      | Virtual Reality for Targeted and Personalized Augmentation of Late-Life Psychotherapy: Proof of Concept. American Journal of Geriatric Psychiatry, 2021, , .  | 0.6 | 0              |
| 221      | Provider experiences of virtual reality in clinical treatment. PLoS ONE, 2021, 16, e0259364.  | 1.1 | 18             |
| 222      | Application of Virtual Local Area Network Technology in Smart Grid. Advances in Intelligent Systems and Computing, 2020, , 59-65.   | 0.5 | 1              |
| 223      | A serious VR game for acrophobia therapy in an urban environment. , 2020, , .   |     | 4              |
| 224      | Virtual Reality Vestibular Rehabilitation in 20 Patients with Vertigo Due to Peripheral Vestibular<br>Dysfunction. Medical Science Monitor, 2020, 26, e930182.  | 0.5 | 10             |
| 227      | Capturing reality: Validation of omnidirectional video-based immersive virtual reality as a streetscape quality auditing method. Landscape and Urban Planning, 2022, 218, 104290.                                 | 3.4 | 15             |
| 228      | A Research on Spatial Perception Focused on Olfactory Stimulant. Advances in Intelligent Systems and Computing, 2020, , 31-41.  | 0.5 | 1              |
| 229      | Technological Interventions for Emotion Regulation. , 2022, , 197-218.  |     | 5              |
| 230      | Virtual Reality as a Tool for Mental Health and Conscious Living and Death. Advances in Media,<br>Entertainment and the Arts, 2020, , 430-452.  | 0.0 | 0              |
| 231      | Technological Interventions for Anxiety Disorders. , 2020, , .  |     | 0              |
| 232      | The effects of grit and resilience on moral competence following simulated combat exposure.<br>Military Psychology, 2022, 34, 167-174.  | 0.7 | 1              |
| 237      | Virtual Reality Neurorehabilitation for Mobility in Spinal Cord Injury: A Structured Review.<br>Innovations in Clinical Neuroscience, 2019, 16, 13-20.  | 0.1 | 8              |
| 238      | Virtual Reality in Pharmacy: Opportunities for Clinical, Research, and Educational Applications. P and<br>T, 2019, 44, 267-276.   | 1.0 | 5              |
| 241      | Prevalence of virtual reality (VR) games found through mental health categories on STEAM: a first<br>look at VR on commercial platforms as tools for therapy. Nordic Journal of Psychiatry, 2022, 76,<br>474-485. | 0.7 | 6              |

| #   | Article  | IF        | CITATIONS   |
|-----|--|-----------|-------------|
| 242 | Virtual Reality in Healthcare. Advances in Medical Technologies and Clinical Practice Book Series, 2022, , 1-10.   | 0.3       | 1           |
| 244 | Mood Relief Game Design Based on Leap Motion and Unity3D. , 2020, , .  |           | Ο           |
| 246 | REALIDADE VIRTUAL NA PRÃTICA DE MINDFULNESS EM PSICOTERAPIA: UMA REVISÃO NARRATIVA. Psicologia<br>Em Estudo, 0, 26, .  | 0.2       | 1           |
| 247 | Implementation of Therapeutic Virtual Reality Into Psychiatric Care: Clinicians' and Service Managers'<br>Perspectives. Frontiers in Psychiatry, 2021, 12, 791123.   | 1.3       | 11          |
| 248 | Urban Landscape Design Based on Data Fusion and Computer Virtual Reality Technology. Wireless<br>Communications and Mobile Computing, 2022, 2022, 1-14.  | 0.8       | 8           |
| 249 | Physiotherapist beliefs and perspectives on virtual reality–supported rehabilitation for the<br>assessment and management of musculoskeletal shoulder pain: a focus group study protocol. HRB<br>Open Research, 0, 4, 40.                                      | 0.3       | 1           |
| 250 | Virtual Reality and EEG-Based Intelligent Agent in Older Adults With Subjective Cognitive Decline: A<br>Feasibility Study for Effects on Emotion and Cognition. Frontiers in Virtual Reality, 2022, 2, .   | 2.5       | 1           |
| 251 | Application of Virtual Reality Based on Computer Vision in Sports Posture Correction. Wireless<br>Communications and Mobile Computing, 2022, 2022, 1-15.   | 0.8       | 4           |
| 252 | Getting Real about Post-Traumatic Stress Disorder in the Department of Defense: Augmenting<br>Exposure Therapy through Virtual Reality. Journal of Veterans Studies, 2022, 8, 87-97.   | 0.2       | 1           |
| 253 | Virtual Simulation. Advances in Medical Technologies and Clinical Practice Book Series, 2022, , 65-81.   | 0.3       | 1           |
| 254 | Virtual Reality Exposure Therapy for Armed Forces Veterans with Post-Traumatic Stress Disorder: A<br>Systematic Review and Focus Group. International Journal of Environmental Research and Public<br>Health, 2022, 19, 464.                                   | 1.2       | 11          |
| 255 | A Feasibility Test of a Brief Mobile Virtual Reality Meditation for Frontline Healthcare Workers in a<br>Hospital Setting. Frontiers in Virtual Reality, 2022, 3, .  | 2.5       | 11          |
| 256 | Group cognitive behavioural therapy with virtual reality exposure versus group cognitive<br>behavioural therapy with in vivo exposure for social anxiety disorder and agoraphobia: a protocol<br>for a randomised clinical trial. BMJ Open, 2022, 12, e051147. | 0.8       | 5           |
| 257 | The Effect of Virtual Reality on Emotional Response and Symptoms Provocation in Patients With OCD:<br>A Systematic Review and Meta-Analysis. Frontiers in Psychiatry, 2021, 12, 733584.  | 1.3       | 6           |
| 258 | The Effectiveness of Virtual Reality Exposure–Based Cognitive Behavioral Therapy for Severe Anxiety<br>Disorders, Obsessive-Compulsive Disorder, and Posttraumatic Stress Disorder: Meta-analysis. Journal<br>of Medical Internet Research, 2022, 24, e26736.  | 2.1       | 26          |
| 259 | Integration of Virtual Reality and Augmented Reality in Physical Rehabilitation: A State-of-the-Art<br>Review. Design Science and Innovation, 2022, , 177-205.   | 0.1       | 2           |
| 261 | ТеÑмологÐ,Ð, Đ²Ð,Ñ€Ñ,ÑƒÐ°Ð»ÑŒÐ½Đ¾Đ¹ Ð, ÐƊ¾Ð;Ð¾Đ»Đ½ĐµĐ½Đ½Đ¾Đ¹ Ñ€ĐµĐ°E   | )»ÑŒĐ1⁄2ŧ | г∕4ÑÑ,Ð, Ð2 |

The Symbiosis of Virtual Reality Exposure Therapy and Telemental Health: A Review. Frontiers in Virtual 2.5 4

ARTICLE IF CITATIONS # Virtual Reality as a Moderator of Psychedelic-Assisted Psychotherapy. Frontiers in Psychology, 2022, 263 1.1 9 13, 813746. Sexual Dysfunction in Parkinson's Disease. , 2022, , 155-166. 264 Strategies to improve access to cognitive behavioral therapies for anxiety disorders: A scoping 266 3 1.1 review. PLoS ONE, 2022, 17, e0264368. Computer 5G Virtual Reality Environment 3D Clothing Design. Mobile Information Systems, 2022, 2022, 1-17. Ming-Style Furniture Display Design Based on Immersive 5G Virtual Reality. Security and 268 1.0 1 Communication Networks, 2022, 2022, 1-15. Application of Humanâ $\in$ "Computer Interaction Virtual Reality Technology to the Design of Ice and Snow Landscapes. International Journal of Humanoid Robotics, 2022, 19, . 270 A VR Game for Obsessive-Compulsive Disorders Therapy., 2021, , . 1 Digital Health Interventions for Delivery of Mental Health Care: Systematic and Comprehensive 271 1.7 78 Meta-Review. JMIR Mental Health, 2022, 9, e35159. Data Acquisition and Data Processing using Electroencephalogram in Neuromarketing: A Review. 272 0.3 2 Pertanika Journal of Science and Technology, 2022, 30, 19-33. Virtual Reality Interactive Method and Device Based on Wireless Communication Tracking. Wireless 0.8 Communications and Mobile Computing, 2021, 2021, 1-12. Exergaming as a Neurorehabilitation Tool in Patients Diagnosed with a Severe Mental Disorder: A 274 0 0.3 Review of Current Scientific Evidence. Lecture Notes in Bioengineering, 2022, , 59-65. A Systematic Review of Virtual Reality Interventions for Children with Social Skills Deficits., 2021, , . Design of Tank Inspection Robot Navigation System Based on Virtual Reality., 2021,,. 276 1 Virtual reality: a powerful technology to provide novel insight into treatment mechanisms of 2.4 addiction. Translational Psychiatry, 2021, 11, 617. Multiâ€source information art painting fusion interactive 3D dynamic scene virtual reality technology 279 9 1.6 application research. International Journal of Communication Systems, 2022, 35, . VRAT: A Proposal of Training Method for Auditory Information Processing Using Virtual Space. The 280 Japanese Journal for Medical Virtual Reality, 2020, 17, 23-32. 283 Role of virtual reality in medical field. AIP Conference Proceedings, 2022, , . 0.3 0 Virtual Reality and the Mediation of Acute and Chronic Pain in Adult and Pediatric Populations: Research Developments. Frontiers in Pain Research, 2022, 3, .

| #   | Article   | IF  | CITATIONS |
|-----|---|-----|-----------|
| 287 | Extended reality in musculoskeletal rehabilitation and injury prevention - A systematic review.<br>Physical Therapy in Sport, 2022, 55, 229-240.  | 0.8 | 9         |
| 288 | Extended Reality (XR) and telehealth interventions for children or adolescents with autism spectrum<br>disorder: Systematic review of qualitative and quantitative studies. Neuroscience and Biobehavioral<br>Reviews, 2022, 138, 104683. | 2.9 | 13        |
| 289 | Interactive Design of Museum Display Space Based on Virtual and Reality Technology. Wireless Communications and Mobile Computing, 2022, 2022, 1-14.   | 0.8 | 3         |
| 290 | Effects of Virtual Reality–Based Multimodal Audio-Tactile Cueing in Patients With Spatial Attention<br>Deficits: Pilot Usability Study. JMIR Serious Games, 2022, 10, e34884.   | 1.7 | 3         |
| 291 | Effects of Gaming on Pain-Related Fear, Pain Catastrophizing, Anxiety, and Depression in Patients with<br>Chronic Musculoskeletal Pain: A Systematic Review and Meta-Analysis. Games for Health Journal, 2022,<br>11, 369-384.            | 1.1 | 9         |
| 292 | How effective is virtual reality technology in palliative care? A systematic review and meta-analysis.<br>Palliative Medicine, 2022, 36, 1047-1058.   | 1.3 | 15        |
| 293 | Effects of technology-enhanced language learning on reducing EFL learners' public speaking anxiety.<br>Computer Assisted Language Learning, 0, , 1-25.  | 4.8 | 15        |
| 294 | Disrupting marketing realities: A research agenda for investigating the psychological mechanisms of nextâ€generation experiences with realityâ€enhancing technologies. Psychology and Marketing, 2022, 39, 1660-1671.                     | 4.6 | 25        |
| 295 | Ceramic Painting and Traditional Cultural Element Fusion Composition Design Based on Virtual Reality. Journal of Nanomaterials, 2022, 2022, 1-13.   | 1.5 | 0         |
| 296 | A virtual reality home-based training for the management of stress and anxiety among healthcare workers during the COVID-19 pandemic: study protocol for a randomized controlled trial. Trials, 2022, 23, .                               | 0.7 | 8         |
| 297 | A Mobile Health Application for Monitoring Children With Autism Spectrum Disorder. Advances in<br>Medical Diagnosis, Treatment, and Care, 2022, , 40-65.  | 0.1 | 0         |
| 298 | Enhancing Prolonged Exposure therapy for PTSD using physiological biomarker-driven technology.<br>Contemporary Clinical Trials Communications, 2022, 28, 100940.  | 0.5 | 3         |
| 300 | Designing Virtual Environments forÂSmoking Cessation: A Preliminary Investigation. Lecture Notes in<br>Computer Science, 2022, , 410-422.   | 1.0 | 1         |
| 301 | A virtual reality-based mind–body approach to downregulate psychophysiological arousal in<br>adolescent insomnia. Digital Health, 2022, 8, 205520762211078.   | 0.9 | 4         |
| 303 | Electrophysiological correlates of in vivo and virtual reality exposure therapy in spider phobia.<br>Psychophysiology, 2022, 59, .  | 1.2 | 3         |
| 304 | Is it safe to live near wind turbines? Reviewing the impacts of wind turbine noise. Energy for<br>Sustainable Development, 2022, 69, 87-102.  | 2.0 | 8         |
| 305 | Virtual reality in pain and anxiety management. Samsun Sağlık Bilimleri Dergisi, 0, , .   | 0.3 | 0         |
| 306 | The Phygital Experiential Marketing Practices. Advances in Marketing, Customer Relationship<br>Management, and E-services Book Series, 2022, , 289-309.   | 0.7 | 2         |

| #<br>307 | ARTICLE<br>Application of Virtual Reality Technology in the Recognition System for Overcoming Anxiety and<br>Psychological Pressure of Family Elderly. Mobile Information Systems, 2022, 2022, 1-13.  | IF<br>0.4 | CITATIONS<br>0 |
|----------|---|-----------|----------------|
| 308      | Exposure and Response Prevention in Virtual Reality for Patients with Contamination-Related<br>Obsessive–Compulsive Disorder: a Case Series. Psychiatric Quarterly, 2022, 93, 861-882.  | 1.1       | 5              |
| 309      | Virtual Reality Applications in Medicine During the COVID-19 Pandemic: Systematic Review. JMIR Serious<br>Games, 2022, 10, e35000.  | 1.7       | 13             |
| 310      | The Importance of Social Competence for 21st Century Citizens. Advances in Educational Technologies and Instructional Design Book Series, 2022, , 242-268.  | 0.2       | 3              |
| 311      | Research on the Construction and Development Prospect of Aided Business English Teaching System<br>Based on Computer Multimedia Technology. Mobile Information Systems, 2022, 2022, 1-9.  | 0.4       | 1              |
| 312      | (Retracted) Digital immersive interactive experience design of museum cultural heritage based on<br>virtual reality technology. Journal of Electronic Imaging, 2022, 32, .  | 0.5       | 0              |
| 313      | Application of Virtual Reality Technology in Clinical Practice, Teaching, and Research in<br>Complementary and Alternative Medicine. Evidence-based Complementary and Alternative Medicine,<br>2022, 2022, 1-12.                                | 0.5       | 8              |
| 314      | History of Virtual Reality and Augmented Reality in Neurosurgical Training. World Neurosurgery, 2022, 167, 37-43.   | 0.7       | 18             |
| 315      | Importance of National Fitness Sports Relying on Virtual Reality Technology in the Development of Sports Economy. Computational Intelligence and Neuroscience, 2022, 2022, 1-13.  | 1.1       | 0              |
| 316      | Deconstruction of Immersive Animation Image Interaction Design under Virtual Reality Technology.<br>Wireless Communications and Mobile Computing, 2022, 2022, 1-11.   | 0.8       | 1              |
| 317      | (Retracted) Virtual reality painting dexterous hand gesture control algorithm and simulation.<br>Journal of Electronic Imaging, 2022, 31, .   | 0.5       | 2              |
| 318      | Virtual reality and music's impact on psychological well-being. Frontiers in Rehabilitation Sciences, 0, 3, .   | 0.5       | 4              |
| 319      | Immersive Therapy for Improving Anxiety in Health Professionals of a Regional Hospital during the<br>COVID-19 Pandemic: A Quasi-Experimental Pilot Study. International Journal of Environmental Research<br>and Public Health, 2022, 19, 9793. | 1.2       | 2              |
| 320      | The Timeline: A Qualitative Study Exploring Therapeutic Experiences in an Immersive Interactive Virtual Environment (IIVE) for Trauma Mental Healthcare. , 2022, , .  |           | 1              |
| 321      | Use of Virtual Reality in Psychology. Lecture Notes in Networks and Systems, 2022, , 208-217.   | 0.5       | 0              |
| 322      | Multimedia teaching system based on art interaction technology. Computer Science and Information Systems, 2022, , 26-26.  | 0.7       | 0              |
| 323      | Comparison ofÂtheÂEffect ofÂExposing Users forÂHeight While Being Active Versus Passive inÂaÂVirtual<br>Environment - A Pilot Study. Lecture Notes in Computer Science, 2022, , 18-36.  | 1.0       | 0              |
| 324      | Interventionist Explanations. European Studies in Philosophy of Science, 2022, , 135-166.   | 0.4       | 0              |

| #   | Article  | IF  | CITATIONS |
|-----|--|-----|-----------|
| 325 | Relieving Stress Through Psychotherapy Using Internet-of-Things and Virtual Reality Game. , 2022, , .  |     | 0         |
| 326 | Visual Communication-Based Virtual Reality Design of Imaging Information Collection and Display System. Wireless Communications and Mobile Computing, 2022, 2022, 1-12.  | 0.8 | 1         |
| 327 | Virtual Reality as a Surgical Care Package for Patients Undergoing Weight Loss Surgery: A Narrative<br>Review of the Impact of an Emerging Technology. Cureus, 2022, , .   | 0.2 | 2         |
| 328 | Tough Talks Virtual Simulation HIV Disclosure Intervention for Young Men Who Have Sex With Men:<br>Development and Usability Testing. JMIR Formative Research, 2022, 6, e38354.  | 0.7 | 2         |
| 329 | Prediction of Specific Anxiety Symptoms and Virtual Reality Sickness Using In Situ Autonomic<br>Physiological Signals During Virtual Reality Treatment in Patients With Social Anxiety Disorder: Mixed<br>Methods Study. JMIR Serious Games, 2022, 10, e38284. | 1.7 | 1         |
| 330 | Outcomes of virtual reality technology in the management of generalised anxiety disorder: a systematic review and meta-analysis. Behaviour and Information Technology, 0, , 1-13.  | 2.5 | 2         |
| 331 | A Virtual Reality Contents for Users Emotional Awareness. The Journal of Korean Institute of Information Technology, 2022, 20, 137-146.  | 0.1 | 0         |
| 332 | Effect of intensive care unit-specific virtual reality (ICU-VR) to improve psychological well-being in<br>ICU survivors: study protocol for an international, multicentre, randomised controlled trial—the<br>HORIZON-IC study. BMJ Open, 2022, 12, e061876.   | 0.8 | 1         |
| 333 | Nature-based mindfulness-compassion programs using virtual reality for older adults: A narrative literature review. Frontiers in Virtual Reality, 0, 3, .  | 2.5 | 4         |
| 334 | Standard CBT versus integrative and multimodal CBT assisted by virtual-reality for generalized anxiety disorder. Frontiers in Psychology, 0, 13, .   | 1.1 | 2         |
| 335 | "Intelligent Tutoring System in Education for Disabled Learners Using Human–Computer Interaction<br>and Augmented Reality― International Journal of Human-Computer Interaction, 0, , 1-13.   | 3.3 | 6         |
| 336 | Arachnophobia Exposure Therapy Using Experience-Driven Procedural Content Generation via<br>Reinforcement Learning (EDPCGRL). Proceedings, 2021, 17, 164-171.  | 0.7 | 3         |
| 337 | A Virtual Reality Game as a Tool for Psychotherapy With OCD Patients. International Journal of Creative Interfaces and Computer Graphics, 2022, 13, 1-18.  | 0.1 | 0         |
| 338 | The Use of Binaural Based Spatial Audio in the Reduction of Auditory Hypersensitivity in Autistic<br>Young People. International Journal of Environmental Research and Public Health, 2022, 19, 12474.   | 1.2 | 4         |
| 339 | Urban Landscape Design Based on Virtual Reality Technology. Advances in Multimedia, 2022, 2022, 1-6.   | 0.2 | 4         |
| 340 | The Effects of Virtual Reality in Targeting Transdiagnostic Factors for Mental Health: A Systematic Review of the Literature. Journal of Clinical Medicine, 2022, 11, 6463.  | 1.0 | 1         |
| 341 | Virtual reality in the diagnostic and therapy for mental disorders: A systematic review. Clinical<br>Psychology Review, 2022, 98, 102213.  | 6.0 | 29        |
| 342 | The use of virtual reality in the rehabilitation of aphasia: a systematic review. Disability and Rehabilitation, 2023, 45, 3803-3822.  | 0.9 | 8         |

| ~      |     | ~           |    |
|--------|-----|-------------|----|
| (      |     | Repo        | DT |
| $\sim$ | плп | <b>NLFU</b> |    |

| #   | Article   | IF  | CITATIONS |
|-----|---|-----|-----------|
| 343 | Visiting nuclear reactors–Safety and security aspects. International Journal of Thermofluids, 2022, 16, 100241.   | 4.0 | 1         |
| 344 | From virtual to prosocial reality: The effects of prosocial virtual reality games on preschool<br>Children's prosocial tendencies in real life environments. Computers in Human Behavior, 2023, 139,<br>107546.               | 5.1 | 6         |
| 345 | Navigation System of Coal Mine Rescue Robot Based on Virtual Reality Technology. , 2022, , .  |     | 0         |
| 346 | Examining the potential of VR program Tilt Brush in reducing anxiety. Virtual Reality, 0, , .   | 4.1 | 0         |
| 347 | Can virtual reality technology be considered as a part of the surgical care pathway?. Annals of the<br>Royal College of Surgeons of England, 2023, 105, 2-6.  | 0.3 | 4         |
| 348 | The Trend of Industrial Design from the Perspective of Metaverse. Lecture Notes in Computer Science, 2022, , 397-406.   | 1.0 | 2         |
| 349 | Virtual reality-supported biofeedback for stress management: Beneficial effects on heart rate variability and user experience. Computers in Human Behavior, 2023, 141, 107607.  | 5.1 | 9         |
| 350 | A review of IoT systems to enable independence for the elderly and disabled individuals. Internet of Things (Netherlands), 2023, 21, 100653.  | 4.9 | 13        |
| 351 | Virtual Reality to Support Healthcare Workers in Managing Stress and Anxiety During the COVID-19<br>Pandemic: An Online Survey. Lecture Notes in Computer Science, 2022, , 159-174.   | 1.0 | 0         |
| 352 | Virtual Reality Exposure Therapy for Claustrophobia : Evaluating usability and usefulness by clinicians. , 2022, , .  |     | 2         |
| 353 | Virtual Reality Therapy for People With Epilepsy and Related Anxiety: Protocol for a 3-Phase Pilot<br>Clinical Trial. JMIR Research Protocols, 0, 12, e41523.   | 0.5 | 2         |
| 354 | Assessing Virtual Reality's potential to influence emotional states from negative to provide an instant positive effect. , 2022, , .  |     | 0         |
| 355 | Biomarkers of Anxiety Acquisition and Generalization in Virtual Reality Experiments. Zeitschrift Für<br>Klinische Psychologie Und Psychotherapie, 2022, 51, 206-222.  | 0.1 | 0         |
| 356 | Public perception of metaverse and mental health on Twitter: A sentiment analysis. Progress in<br>Cardiovascular Diseases, 2023, 76, 99-101.  | 1.6 | 5         |
| 358 | The Use of Virtual Reality to Reduce Pain and Anxiety in Surgical Procedures of the Oral Cavity: A Scoping Review. Journal of Oral and Maxillofacial Surgery, 2023, 81, 467-482.  | 0.5 | 10        |
| 359 | Exploring the perceptions of former ICU patients and clinical staff on barriers and facilitators to the implementation of virtual reality exposure therapy: A qualitative study. Nursing in Critical Care, 2024, 29, 313-324. | 1.1 | 5         |
| 361 | Effect of virtual reality and music therapy on anxiety and perioperative pain in surgical extraction of impacted third molars. Journal of the American Dental Association, 2023, 154, 206-214.                                | 0.7 | 6         |
| 362 | Facial Affect Recognition in Depression Using Human Avatars. Applied Sciences (Switzerland), 2023, 13, 1609.  | 1.3 | 3         |

| #   | ARTICLE  | IF         | CITATIONS |
|-----|--|------------|-----------|
| 363 | Using virtual reality to implement disability studies' advocacy principles: uncovering the perspectives of people with disability. Disability and Society, 0, , 1-21.  | 1.4        | 0         |
| 365 | Learning mechanisms of addiction. , 2023, , 227-267.   |            | 0         |
| 366 | A Recovery-Oriented Program for People with Bipolar Disorder through Virtual Reality-Based<br>Cognitive Remediation: Results of a Feasibility Randomized Clinical Trial. Journal of Clinical Medicine,<br>2023, 12, 2142.                      | 1.0        | 2         |
| 367 | Vulnerable populations with psychological disorders in tourism: Methodological challenges and recommended solutions for empirical research. Tourism Management, 2023, 98, 104760.  | 5.8        | 9         |
| 368 | Efficacy of Virtual Reality Exposure Therapy in the Treatment of Specific Phobias: A Systematic Review.<br>Current Approaches in Psychiatry, 2023, 15, 562-576.  | 0.2        | 1         |
| 369 | An Intervention on Anxiety Symptoms in Moderate Alzheimer's Disease through Virtual Reality: A<br>Feasibility Study and Lessons Learned. International Journal of Environmental Research and Public<br>Health, 2023, 20, 2727.                 | 1.2        | 5         |
| 370 | Fully Immersive Virtual Reality Using 360° Videos to Manage Well-Being in Older Adults: A Scoping<br>Review. Journal of the American Medical Directors Association, 2023, 24, 564-572.   | 1.2        | 7         |
| 372 | Virtual Reality as a Hypnotic Tool in the Management of Anxiety During the Performance of the Axillary Block. Journal of Medical Systems, 2023, 47, .  | 2.2        | 0         |
| 373 | Feasibility of a virtual reality intervention targeting distress and anxiety symptoms in patients with<br>primary brain tumors: Interim analysis of a phase 2 clinical trial. Journal of Neuro-Oncology, 2023, 162,<br>137-145.                | 1.4        | 1         |
| 374 | Feasibility and preliminary efficacy of a virtual reality intervention targeting distress and anxiety in primary brain tumor patients at the time of clinical evaluation: Study protocol for a phase 2 clinical trial. BMC Cancer, 2023, 23, . | 1.1        | 2         |
| 375 | On the Multimodal Resolution of a Search Sequence in Virtual Reality. Human Behavior and Emerging<br>Technologies, 2023, 2023, 1-15.   | 2.5        | 2         |
| 376 | Eye movement characteristics and visual fatigue assessment of virtual reality games with different interaction modes. Frontiers in Neuroscience, 0, 17, .  | 1.4        | 1         |
| 377 | Virtual reality for clinical evaluation and treatment in schizophrenia: a systematic review. Psychosis,<br>O, , 1-18.  | 0.4        | 0         |
| 378 | ćocukluk DĶnemi Korkuları ve Bir Mļdahale Aracı Olarak Sanal Gerħeklik Uygulamasının Kullanın  | າı. , 0, , | 0         |
| 379 | Facial emotion recognition in patients with depression compared to healthy controls when using human avatars. Scientific Reports, 2023, 13, .  | 1.6        | 5         |
| 380 | Efficacy of exposure and response prevention therapy in mixed reality for patients with obsessive-compulsive disorder: study protocol for a randomized controlled trial. BMC Psychology, 2023, 11, .   | 0.9        | 0         |
| 381 | Virtual Reality Exposure Therapy as a Treatment Method Against Anxiety Disorders and Depression-A<br>Structured Literature Review. Issues in Mental Health Nursing, 2023, 44, 245-269.   | 0.6        | 1         |
| 382 | Systematic review and meta-analysis of randomised controlled trials for evaluating the effectiveness of virtual reality therapy for social anxiety disorder. Journal of Affective Disorders, 2023, , .   | 2.0        | 2         |

| #   | Article  | IF  | CITATIONS |
|-----|--|-----|-----------|
| 383 | Social Virtual Reality as a Mental Health Tool: How People Use VRChat to Support Social Connectedness and Wellbeing. , 2023, , .   |     | 6         |
| 385 | Entrepreneurship Platform Under Virtual Reality Technology (VRT). Lecture Notes in Electrical<br>Engineering, 2023, , 246-253.   | 0.3 | 0         |
| 390 | New Technologies (Tele-Health and Other Trends) Directed in Neurology and Psychiatric Disorders in<br>Home Care. , 2023, , 345-366.  |     | 0         |
| 396 | The Use of Immersive Technologies While Ageing in the Digitally Mediated Society. Lecture Notes in Computer Science, 2023, , 610-626.  | 1.0 | 0         |
| 401 | Using Virtual Reality Learning Environments to Improve Success for Online Students. Lecture Notes in Networks and Systems, 2023, , 940-947.  | 0.5 | 0         |
| 407 | Extinction-Based Exposure Therapies Using Virtual Reality. Current Topics in Behavioral Neurosciences, 2023, , .   | 0.8 | 0         |
| 409 | Appgestützte Therapie und Virtuelle RealitÃ $	extsf{x}$ , 2023, , 129-143.   |     | 0         |
| 412 | Virtual Reality Treatments. , 2023, , 293-308.   |     | 0         |
| 424 | Enter the Virtual Forest. Advances in Medical Technologies and Clinical Practice Book Series, 2023, , 84-107.  | 0.3 | 0         |
| 428 | A Mixed-Method Study Protocol of a Novel Psychological Intervention: Virtual Reality Therapy for LGBT (LGBT-VRT). , 2023, , .  |     | 0         |
| 429 | Virtual Reality Therapy. Advances in Medical Technologies and Clinical Practice Book Series, 2023, ,<br>375-394.   | 0.3 | 0         |
| 430 | Unveiling Emotions in Virtual Reality: Exploring Personal Narratives of US Veterans on VR Chat. IFIP<br>Advances in Information and Communication Technology, 2024, , 68-80.   | 0.5 | 0         |
| 442 | REALISM IN RECOVRY: The Effect of Recorded (360°) and Computer Generated (CG) Environments and<br>Humans in Virtual Reality Exposure Therapy (VRET). Springer Proceedings in Business and Economics,<br>2024, , 61-73. | 0.3 | 0         |
| 445 | The use of virtual reality in people with frozen shoulder. , 2024, , 257-279.  |     | 0         |
| 449 | The history and evolution of the metaverse. , 2024, , 19-36.   |     | 0         |
| 450 | At the Verge of â€~Is' and â€~Could Be': Storytelling as Medium to Develop Critical Ethical Skills. The<br>International Library of Ethics, Law and Technology, 2024, , 313-330.                                       | 0.2 | Ο         |