Benjamin Lok

List of Publications by Year
in descending order

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74 papers	1,698 citations	361413 20 h-index	345221 36 g-index
75 all docs	75 docs citations	75 times ranked	1365 citing authors

#	Article	IF	Citations
1	The use of virtual patients to teach medical students history taking and communication skills. American Journal of Surgery, 2006, 191, 806-811.	1.8	172
2	Do medical students respond empathetically to a virtual patient?. American Journal of Surgery, 2007, 193, 756-760.	1.8	129
3	Understanding empathy training with virtual patients. Computers in Human Behavior, 2015, 52, 151-158.	8.5	98
4	The use of virtual patients in medical school curricula. American Journal of Physiology - Advances in Physiology Education, 2012, 36, 48-53.	1.6	80
5	Effects of Handling Real Objects and Self-Avatar Fidelity on Cognitive Task Performance and Sense of Presence in Virtual Environments. Presence: Teleoperators and Virtual Environments, 2003, 12, 615-628.	0.6	76
6	Applying virtual reality in medical communication education: current findings and potential teaching and learning benefits of immersive virtual patients. Virtual Reality, 2006, 10, 185-195.	6.1	75
7	Using Virtual Patients to Teach Empathy. Simulation in Healthcare, 2016, 11, 181-189.	1.2	72
8	The validity of a virtual human experience for interpersonal skills education. , 2007, , .		68
9	A crowdsourcing method to develop virtual human conversational agents. International Journal of Human Computer Studies, 2012, 70, 301-319.	5.6	49
10	The Use of Simulation to Teach Suicide Risk Assessment to Health Profession Traineesâ€"Rationale, Methodology, and a Proof of Concept Demonstration with a Virtual Patient. Academic Psychiatry, 2015, 39, 620-629.	0.9	49
11	Virtual Humans Elicit Skin-Tone Bias Consistent with Real-World Skin-Tone Biases. Lecture Notes in Computer Science, 2008, , 237-244.	1.3	43
12	Creating an mHealth App for Colorectal Cancer Screening: User-Centered Design Approach. JMIR Human Factors, 2019, 6, e12700.	2.0	40
13	Virtual Human + Tangible Interface = Mixed Reality Human An Initial Exploration with a Virtual Breast Exam Patient. , 2008, , .		39
14	Real-time in-situ visual feedback of task performance in mixed environments for learning joint psychomotor-cognitive tasks. , 2009, , .		37
15	Mixed Reality Humans: Evaluating Behavior, Usability, and Acceptability. IEEE Transactions on Visualization and Computer Graphics, 2009, 15, 369-382.	4.4	36
16	A pilot study to integrate an immersive virtual patient with a breast complaint and breast examination simulator into a surgery clerkship. American Journal of Surgery, 2009, 197, 102-106.	1.8	35
17	Exploring Agent Physicality and Social Presence for Medical Team Training. Presence: Teleoperators and Virtual Environments, 2013, 22, 141-170.	0.6	34
18	Human-Centered Distributed Conversational Modeling: Efficient Modeling of Robust Virtual Human Conversations. Lecture Notes in Computer Science, 2009, , 474-481.	1.3	32

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19	A comparison of speaking up behavior during conflict with real and virtual humans. Computers in Human Behavior, 2015, 52, 12-21.	8.5	30
20	High Score! - Motivation Strategies for User Participation in Virtual Human Development. Lecture Notes in Computer Science, 2010, , 482-488.	1.3	28
21	Interactive Virtual-Patient Scenarios: An Evolving Tool in Psychiatric Education. Academic Psychiatry, 2012, 36, 146-50.	0.9	26
22	Tangible User Interfaces Compensate for Low Spatial Cognition. , 2008, , .		23
23	Real-Time Evaluation and Visualization of Learner Performance in a Mixed-Reality Environment for Clinical Breast Examination. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 1101-1114.	4.4	22
24	Leveraging Virtual Humans to Effectively Prepare Learners for Stressful Interpersonal Experiences. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 662-670.	4.4	22
25	A Mixed Reality Approach for Merging Abstract and Concrete Knowledge. , 2008, , .		20
26	Evolving an Immersive Medical Communication Skills Trainer. Presence: Teleoperators and Virtual Environments, 2006, 15, 33-46.	0.6	19
27	Advancing virtual patient simulations through design research and interPLAY: part I: design and development. Educational Technology Research and Development, 2016, 64, 763-785.	2.8	18
28	Scaffolded learning with mixed reality. Computers and Graphics, 2009, 33, 34-46.	2.5	17
29	Virtual Humans Versus Standardized Patients: Which Lead Residents to More Correct Diagnoses?. Academic Medicine, 2011, 86, 384-388.	1.6	17
30	Mixed-Reality Humans for Team Training. IEEE Computer Graphics and Applications, 2014, 34, 72-75.	1.2	17
31	Description of Web-Enhanced Virtual Character Simulation System to Standardize Patient Hand-Offs. Journal of Surgical Research, 2011, 166, 176-181.	1.6	16
32	Training Together: How Another Human Traineeâ€™s Presence Affects Behavior during Virtual Human-Based Team Training. Frontiers in ICT, 2016, 3, .	3.6	14
33	Building Virtual Humans with Back Stories: Training Interpersonal Communication Skills in Medical Students. Lecture Notes in Computer Science, 2014, , 144-153.	1.3	14
34	Using a Critical Incident Scenario With Virtual Humans to Assess Educational Needs of Nurses in a Postanesthesia Care Unit. Journal of Continuing Education in the Health Professions, 2015, 35, 158-165.	1.3	13
35	Exploring the Effects of Healthcare Students Creating Virtual Patients for Empathy Training. Lecture Notes in Computer Science, 2015, , 239-249.	1.3	12
36	Virtual multi-tools for hand and tool-based interaction with life-size virtual human agents. , 2009, , .		11

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37	Teaching Empathy in Healthcare: from Mirror Neurons to Education Technology. Journal of Technology in Behavioral Science, 2017, 2, 94-105.	2.3	11
38	Predicting Student Success in Communication Skills Learning Scenarios with Virtual Humans. , 2019, , .		11
39	Internet-based tailored virtual human health intervention to promote colorectal cancer screening: design guidelines from two user studies. Journal on Multimodal User Interfaces, 2021, 15, 147-162.	2.9	11
40	Applying Mixed Reality to Simulate Vulnerable Populations for Practicing Clinical Communication Skills. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 539-546.	4.4	10
41	Adapting Virtual Patient Interviews for Interviewing Skills Training of Novice Healthcare Students. Lecture Notes in Computer Science, 2015, , 50-59.	1.3	10
42	Virtual Experiences for Social Perspective-Taking. Virtual Reality Conference (VR), Proceedings, IEEE, 2009, , .	0.0	9
43	Teaming Up with Virtual Humans: How Other People Change Our Perceptions of and Behavior with Virtual Teammates. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 511-519.	4.4	9
44	Advancing virtual patient simulations through design research and interPLAY: part Iâ€"integration and field test. Educational Technology Research and Development, 2016, 64, 1301-1335.	2.8	9
45	Toward Automated Evaluation of Empathetic Responses in Virtual Human Interaction Systems for Mental Health Scenarios. , 2020, , .		9
46	Audio Analysis of Human/Virtual-Human Interaction. Lecture Notes in Computer Science, 2008, , 154-161.	1.3	8
47	Do Variations in Agency Indirectly Affect Behavior with Others? An Analysis of Gaze Behavior. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 1336-1345.	4.4	7
48	Building a Handoff Communication Virtual Experience for Nursing Students Using Virtual Humans. CIN - Computers Informatics Nursing, 2021, 39, 1017-1026.	0.5	7
49	Can Virtual Humans Teach Empathy?. , 2019, , 143-163.		7
50	A mixed reality approach for interactively blending dynamic models with corresponding physical phenomena. ACM Transactions on Modeling and Computer Simulation, 2010, 20, 1-23.	0.8	6
51	A Qualitative Evaluation of Behavior during Conflict with an Authoritative Virtual Human. Lecture Notes in Computer Science, 2014, , 397-409.	1.3	6
52	Virtual Role-Models: Using Virtual Humans to Train Best Communication Practices for Healthcare Teams. Lecture Notes in Computer Science, 2015, , 229-238.	1.3	6
53	The Effect of Virtual Human Rendering Style on User Perceptions of Visual Cues. Frontiers in Virtual Reality, 2022, 3, .	3.7	6
54	Virtual Human Personality Masks: A Human Computation Approach to Modeling Verbal Personalities in Virtual Humans. Lecture Notes in Computer Science, 2012, , 146-152.	1.3	5

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55	User Response to the Simulation of a Virtual Patient with Cranial Nerve Injury. Bio-Algorithms and Med-Systems, 2012, 8, 1.	2.4	4
56	Virtual Patient Simulation Training in Graduate Dysphagia Management Educationâ€"A Research-Led Enhancement Targeting Development of Clinical Interviewing and Clinical Reasoning Skills. Perspectives of the ASHA Special Interest Groups, 2016, 1, 130-139.	0.8	4
57	Internet-based Tailored Virtual Human Health Intervention to Promote Colorectal Cancer Screening: Design Guidelines from Two User Studies. , 2021, 15, 147-162.		4
58	Virtual patients: assessment of synthesized versus recorded speech. Studies in Health Technology and Informatics, 2006, 119, 114-9.	0.3	4
59	Virtual Agent Constructionism: Experiences from Health Professions Students Creating Virtual Conversational Agent Representations of Patients. , 2014, , .		3
60	Towards an Effective Web-Based Virtual Health Intervention: The Impact of Media Platform, Visual Framing, and Race on Social Presence and Transportation Ratings. Lecture Notes in Computer Science, 2021, , 165-181.	1.3	3
61	NERVE- A Three-Dimensional Patient Simulation for Evaluating Cranial Nerve Function. MedEdPORTAL: the Journal of Teaching and Learning Resources, 0, , .	1.2	3
62	Assessing Past, Present, and Future Interactions with Virtual Patients. International Journal of Gaming and Computer-Mediated Simulations, 2012, 4, 20-37.	1.1	3
63	The Effects of Author Identity on Dialogue for Virtual Human Communication Skills Training. , 2018, , .		2
64	Social Gaming and Learning Applications: A Driving Force for the Future of Virtual and Augmented Reality?. , 2011, , 51-76.		2
65	Automated Generation of Emotive Virtual Humans. Lecture Notes in Computer Science, 2009, , 490-491.	1.3	2
66	VR/AR Case Studies. , 2022, , 331-369.		2
67	The Effect of Virtual Humans Making Verbal Communication Mistakes on Learnersâ€™ Perspectives of their Credibility, Reliability, and Trustworthiness. , 2022, , .		2
68	Training with Virtual Operating Room Teammates to Influence Team Behaviors. , 2016, , .		1
69	Self-Assessment Through Interactive In-Action Reflections to Improve Interpersonal Skills Training. , 2016, , .		1
70	Rapid Low-Cost Virtual Human Bootstrapping via the Crowd. ACM Transactions on Intelligent Systems and Technology, 2016, 7, 1-20.	4.5	1
71	Investigating Traineesâ€™ Nonverbal Behaviors in Virtual Patients Communication in Virtual Reality. , 2020, , .		1
72	Investigating the Effects of Virtual Patientsâ€™ Nonsensical Responses on Usersâ€™ Facial Expressions in Mental Health Training Scenarios. , 2021, , .		1

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73	Informing and Evaluating Educational Applications With the Kirkpatrick Model in Virtual Environments: Using a Virtual Human Scenario to Measure Communication Skills Behavior Change. Frontiers in Virtual Reality, 2022, 3, .	3.7	1
74	Evaluating Virtual Patient Interaction Fidelity With Advanced Communication Skills Learners. Frontiers in Virtual Reality, 2022, 2, .	3.7	0