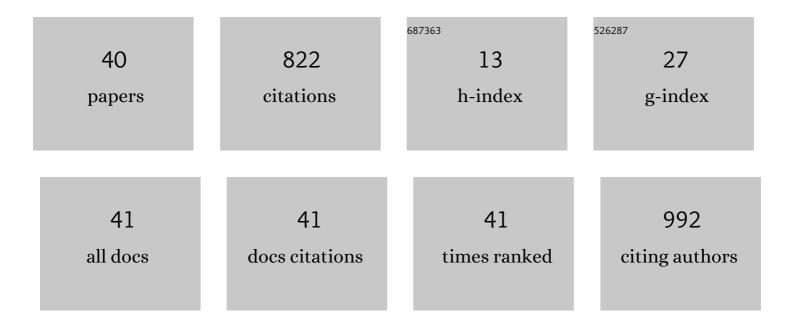
Fokie Cnossen

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/1165906/publications.pdf Version: 2024-02-01



FORIE CNOSSEN

#	Article	IF	CITATIONS
1	Persuasive robotic assistant for health self-management of older adults: Design and evaluation of social behaviors. International Journal of Human Computer Studies, 2010, 68, 386-397.	5.6	192
2	Avoiding Surgical Skill Decay: A Systematic Review on the Spacing of Training Sessions. Journal of Surgical Education, 2018, 75, 471-480.	2.5	64
3	The Role of Motivation as a Factor in Mental Fatigue. Human Factors, 2019, 61, 1171-1185.	3.5	57
4	Adaptive strategy changes as a function of task demands: a study of car drivers. Ergonomics, 2004, 47, 218-236.	2.1	50
5	Strategic changes in task performance in simulated car driving as an adaptive response to task demands. Transportation Research Part F: Traffic Psychology and Behaviour, 2000, 3, 123-140.	3.7	45
6	Improving the radiologist–CAD interaction: designing for appropriate trust. Clinical Radiology, 2015, 70, 115-122.	1.1	40
7	Incorporating guidelines for health assistance into a socially intelligent robot. , 2006, , .		38
8	The effects of intrinsic motivation on mental fatigue. PLoS ONE, 2021, 16, e0243754.	2.5	37
9	Personalising game difficulty to keep children motivated to play with a social robot: A Bayesian approach. Cognitive Systems Research, 2017, 43, 222-231.	2.7	36
10	Heart rate variability as a measure of mental stress in surgery: a systematic review. International Archives of Occupational and Environmental Health, 2020, 93, 805-821.	2.3	33
11	Adaptive support for user interface customization: a study in radiology. International Journal of Human Computer Studies, 2015, 77, 1-9.	5.6	24
12	Merits of usability testing for PACS selection. International Journal of Medical Informatics, 2014, 83, 27-36.	3.3	21
13	Testing the effects of hypnotics on memory via the telephone: fact or fiction?. Psychopharmacology, 1993, 111, 127-133.	3.1	18
14	Developing a user interface for the iPAM stroke rehabilitation system. , 2009, , .		17
15	Recruiting expertise: how surgical trainees engage supervisors for learning in the operating room. Medical Education, 2019, 53, 616-627.	2.1	15
16	Pattern mining of user interaction logs for a post-deployment usability evaluation of a radiology PACS client. International Journal of Medical Informatics, 2016, 85, 36-42.	3.3	12
17	The Effects of Expert and Augmented Feedback on Learning a Complex Medical Skill. Perceptual and Motor Skills, 2020, 127, 766-784.	1.3	11
18	Dark Play of Serious Games: Effectiveness and Features (G4HE2018). Games for Health Journal, 2019, 8, 301-306.	2.0	9

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#	Article	IF	CITATIONS
19	Improved usability of a multi-infusion setup using a centralized control interface: A task-based usability test. PLoS ONE, 2017, 12, e0183104.	2.5	9
20	Testing the effects of the imidazopyridine zolpidem on memory: An ecologically valid approach. Human Psychopharmacology, 1992, 7, 325-330.	1.5	8
21	Instanceâ€Based Models of Metacognition in the Prisoner's Dilemma. Topics in Cognitive Science, 2016, 8, 322-334.	1.9	8
22	Post-deployment usability evaluation of a radiology workstation. International Journal of Medical Informatics, 2016, 85, 28-35.	3.3	8
23	Using Cognitive Agents to Train Negotiation Skills. Frontiers in Psychology, 2018, 9, 154.	2.1	8
24	Bio-sensing for Emotional Characterization without Word Labels. Lecture Notes in Computer Science, 2009, , 693-702.	1.3	8
25	The Supervisor's Toolkit: Strategies of Supervisors to Entrust and Regulate Autonomy of Residents in the Operating Room. Annals of Surgery, 2022, 275, e264-e270.	4.2	8
26	Modeling motivation using goal competition in mental fatigue studies. Journal of Mathematical Psychology, 2021, 102, 102540.	1.8	7
27	Visual metaphors on anaesthesia monitors do not improve anaesthetists' performance in the operating theatre. British Journal of Anaesthesia, 2013, 110, 816-822.	3.4	6
28	Reasons to Engage in and Learning Experiences From Different Play Strategies in a Web-Based Serious Game on Delirium for Medical Students: Mixed Methods Design. JMIR Serious Games, 2020, 8, e18479.	3.1	6
29	Machine learning in anesthesiology: Detecting adverse events in clinical practice. Health Informatics Journal, 2022, 28, 146045822211128.	2.1	5
30	Predicting Human Performance Differences on Multiple Interface Alternatives: KLM, GOMS and CogTool are Unreliable. Procedia Manufacturing, 2015, 3, 3725-3731.	1.9	4
31	Residents Think in the "Now―and Supervisors Think Ahead in the Operating Room. A Survey Study About Task Perception of Residents and Supervising Surgeons. Journal of Surgical Education, 2021, 78, 104-112.	2.5	4
32	Fingerprints of Teaching Interactions: Capturing and Quantifying How Supervisor Regulate Autonomy of Residents in the Operating Room. Journal of Surgical Education, 2021, 78, 1197-1208.	2.5	3
33	Cognitive Skill in Medicine: An Introduction. , 2014, , 1-41.		2
34	Explicit teaching in the operating room: Adding the why to the what. Medical Education, 2022, 56, 202-210.	2.1	2
35	Qualitative development and content validation of the "SPART―model; a focused ethnography study of observable diagnostic and therapeutic activities in the emergency medical services care process. BMC Emergency Medicine, 2021, 21, 135.	1.9	2
36	Mental rotation ability predicts the acquisition of basic endovascular skills. Scientific Reports, 2021, 11, 22453.	3.3	2

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#	Article	IF	CITATIONS
37	The Effects of Mental Fatigue on Surgical Performance – A Systematic Review. European Journal of Vascular and Endovascular Surgery, 2019, 58, e801-e802.	1.5	1
38	Cognitive Skills in Medicine: An Introduction. , 2015, , 4719-4752.		1
39	Development and Evaluation of the Taxonomy of Trauma Leadership Skills–Shortened for Observation and Reflection in Training. Simulation in Healthcare, 2021, 16, 37-45.	1.2	1
40	How much logical structure is helpful in content-based argumentation software for legal case solving?. , 2009, , .		0