

David Rojas

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/12096802/publications.pdf>

Version: 2024-02-01

15
papers

218
citations

1163117

8
h-index

1199594

12
g-index

15
all docs

15
docs citations

15
times ranked

274
citing authors

#	ARTICLE	IF	CITATIONS
1	The Application of Observational Practice and Educational Networking in Simulation-Based and Distributed Medical Education Contexts. <i>Simulation in Healthcare</i> , 2018, 13, 3-10.	1.2	11
2	How can systems engineering inform the methods of programme evaluation in health professions education?. <i>Medical Education</i> , 2018, 52, 364-375.	2.1	8
3	Multimodal Interaction of Contextual and Non-Contextual Sound and Haptics in Virtual Simulations. <i>Informatics</i> , 2018, 5, 43.	3.9	9
4	Operationalising complexity in health professions education. <i>Medical Education</i> , 2018, 52, 1216-1217.	2.1	0
5	The Role of Game Elements in Online Learning within Health Professions Education. <i>Studies in Health Technology and Informatics</i> , 2016, 220, 329-34.	0.3	13
6	Measuring cognitive load: performance, mental effort and simulation task complexity. <i>Medical Education</i> , 2015, 49, 815-827.	2.1	81
7	Effects of sound on visual realism perception and task performance. <i>Visual Computer</i> , 2015, 31, 1207-1216.	3.5	11
8	Gamification and health professions education. , 2014, , .		10
9	What we call what we do affects how we do it: a new nomenclature for simulation research in medical education. <i>Advances in Health Sciences Education</i> , 2014, 19, 273-280.	3.3	18
10	The effect of contextual sound cues on visual fidelity perception. <i>Studies in Health Technology and Informatics</i> , 2014, 196, 346-52.	0.3	3
11	The impact of secondary-task type on the sensitivity of reaction-time based measurement of cognitive load for novices learning surgical skills using simulation. <i>Studies in Health Technology and Informatics</i> , 2014, 196, 353-9.	0.3	13
12	The missing piece in the gamification puzzle. , 2013, , .		21
13	The Effect of Sound on Visual Fidelity Perception in Stereoscopic 3-D. <i>IEEE Transactions on Cybernetics</i> , 2013, 43, 1572-1583.	9.5	11
14	Developing effective serious games: the effect of background sound on visual fidelity perception with varying texture resolution. <i>Studies in Health Technology and Informatics</i> , 2012, 173, 386-92.	0.3	4
15	An online practice and educational networking system for technical skills: learning experience in expert facilitated vs. independent learning communities. <i>Studies in Health Technology and Informatics</i> , 2012, 173, 393-7.	0.3	5