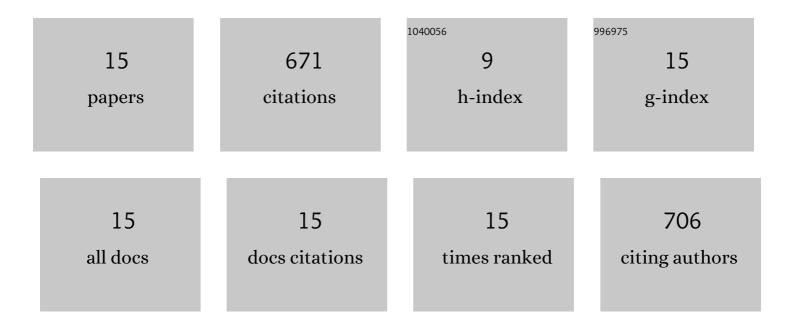
Aitor Rovira

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/2063917/publications.pdf Version: 2024-02-01



#	Article	IF	CITATIONS
1	Embodying self-compassion within virtual reality and its effects on patients with depression. BJPsych Open, 2016, 2, 74-80.	0.7	190
2	Bystander Responses to a Violent Incident in an Immersive Virtual Environment. PLoS ONE, 2013, 8, e52766.	2.5	131
3	Embodying Compassion: A Virtual Reality Paradigm for Overcoming Excessive Self-Criticism. PLoS ONE, 2014, 9, e111933.	2.5	102
4	The use of virtual reality in the study of people's responses to violent incidents. Frontiers in Behavioral Neuroscience, 2009, 3, 59.	2.0	76
5	Automated virtual reality therapy to treat agoraphobic avoidance and distress in patients with psychosis (gameChange): a multicentre, parallel-group, single-blind, randomised, controlled trial in England with mediation and moderation analyses. Lancet Psychiatry,the, 2022, 9, 375-388.	7.4	44
6	Automated virtual reality (VR) cognitive therapy for patients with psychosis: study protocol for a single-blind parallel group randomised controlled trial (gameChange). BMJ Open, 2019, 9, e031606.	1.9	36
7	Developing an automated VR cognitive treatment for psychosis: gameChange VR therapy. Journal of Behavioral and Cognitive Therapy, 2020, 30, 33-40.	1.4	25
8	Virtual reality clinical-experimental tests of compassion treatment techniques to reduce paranoia. Scientific Reports, 2020, 10, 8547.	3.3	25
9	Hypersensitivity to Contingent Behavior in Paranoia. Journal of Nervous and Mental Disease, 2016, 204, 148-152.	1.0	12
10	Bystander Affiliation Influences Intervention Behavior: A Virtual Reality Study. SAGE Open, 2021, 11, 215824402110400.	1.7	7
11	Virtual reality (VR) therapy for patients with psychosis: satisfaction and side effects. Psychological Medicine, 2023, 53, 4373-4384.	4.5	7
12	Guidance and surroundings awareness in outdoor handheld augmented reality. PLoS ONE, 2020, 15, e0230518.	2.5	6
13	EyeAR: Refocusable Augmented Reality Content through Eye Measurements. Multimodal Technologies and Interaction, 2017, 1, 22.	2.5	5
14	Encouraging bystander helping behaviour in a violent incident: a virtual reality study using reinforcement learning. Scientific Reports, 2022, 12, 3843.	3.3	3
15	Power posing for paranoia: A double-blind randomised controlled experimental test using virtual reality. Behaviour Research and Therapy, 2020, 132, 103691.	3.1	2