

Aitor Rovira

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2063917/publications.pdf>

Version: 2024-02-01

15
papers

671
citations

1040056

9
h-index

996975

15
g-index

15
all docs

15
docs citations

15
times ranked

706
citing authors

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