

Anna Felnhofer

List of Publications by Year in descending order

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Version: 2024-02-01

51
papers

1,319
citations

430874

18
h-index

377865

34
g-index

64
all docs

64
docs citations

64
times ranked

1298
citing authors

#	ARTICLE	IF	CITATIONS
1	Is virtual reality emotionally arousing? Investigating five emotion inducing virtual park scenarios. <i>International Journal of Human Computer Studies</i> , 2015, 82, 48-56.	5.6	247
2	Risk factors for problematic smartphone use in children and adolescents: a review of existing literature. <i>Neuropsychiatrie</i> , 2019, 33, 179-190.	2.5	125
3	Virtual reality exposure therapy for posttraumatic stress disorder (PTSD): a meta-analysis. <i>HÅrre Utbildning</i> , 2019, 10, 1654782.	3.0	121
4	Salivary cortisol and cardiovascular reactivity to a public speaking task in a virtual and real-life environment. <i>Computers in Human Behavior</i> , 2016, 62, 124-135.	8.5	82
5	Physical and social presence in collaborative virtual environments: Exploring age and gender differences with respect to empathy. <i>Computers in Human Behavior</i> , 2014, 31, 272-279.	8.5	71
6	Real-life prosocial behavior decreases after being socially excluded by avatars, not agents. <i>Computers in Human Behavior</i> , 2017, 70, 261-269.	8.5	55
7	Afraid to Be There? Evaluating the Relation Between Presence, Self-Reported Anxiety, and Heart Rate in a Virtual Public Speaking Task. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 310-316.	3.9	51
8	Physical Presence, Social Presence, and Anxiety in Participants with Social Anxiety Disorder During Virtual Cue Exposure. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019, 22, 46-50.	3.9	41
9	Virtual social support buffers stress response: An experimental comparison of real-life and virtual support prior to a social stressor. <i>Journal of Behavior Therapy and Experimental Psychiatry</i> , 2019, 63, 57-65.	1.2	40
10	Meeting others virtually in a day-to-day setting: Investigating social avoidance and prosocial behavior towards avatars and agents. <i>Computers in Human Behavior</i> , 2018, 80, 399-406.	8.5	34
11	Lack of research on efficacy of virtual reality exposure therapy (VRET) for anxiety disorders in children and adolescents. <i>Neuropsychiatrie</i> , 2021, 35, 68-75.	2.5	30
12	Efficacy of Self-Management Smartphone-Based Apps for Post-traumatic Stress Disorder Symptoms: A Systematic Review and Meta-Analysis. <i>Frontiers in Neuroscience</i> , 2020, 14, 3.	2.8	27
13	Geropsychology: The Gender Gap in Human Aging – A Mini-Review. <i>Gerontology</i> , 2011, 57, 539-548.	2.8	26
14	Does virtual reality help to cut the Gordian knot between ecological validity and experimental control?. <i>Annals of the International Communication Association</i> , 2020, 44, 210-218.	4.6	26
15	Cannabidiol treatment in an adolescent with multiple substance abuse, social anxiety and depression. <i>Neuropsychiatrie</i> , 2021, 35, 31-34.	2.5	26
16	Exposure to virtual nature: the impact of different immersion levels on skin conductance level, heart rate, and perceived relaxation. <i>Virtual Reality</i> , 2022, 26, 925-938.	6.1	24
17	Virtual Reality Biofeedback in Health: A Scoping Review. <i>Applied Psychophysiology Biofeedback</i> , 2022, 47, 1-15.	1.7	23
18	The impact of problematic smartphone use on children's and adolescents' quality of life: A systematic review. <i>Acta Paediatrica, International Journal of Paediatrics</i> , 2021, 110, 1417-1424.	1.5	22

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19	Cerebellar pilocytic astrocytoma in childhood: Investigating the long-term impact of surgery on cognitive performance and functional outcome. <i>Developmental Neurorehabilitation</i> , 2018, 21, 1-8.	1.1	20
20	Applicability of Immersive Analytics in Mixed Reality: Usability Study. <i>IEEE Access</i> , 2019, 7, 71921-71932.	4.2	19
21	The mere presence of an attentive and emotionally responsive virtual character influences focus of attention and perceived stress. <i>International Journal of Human Computer Studies</i> , 2019, 132, 45-51.	5.6	16
22	Virtual Trauma Interventions for the Treatment of Post-traumatic Stress Disorders: A Scoping Review. <i>Frontiers in Psychology</i> , 2020, 11, 562506.	2.1	16
23	Virtual and real-life ostracism and its impact on a subsequent acute stressor. <i>Physiology and Behavior</i> , 2021, 228, 113205.	2.1	15
24	Virtual reality biofeedback interventions for treating anxiety. <i>Wiener Klinische Wochenschrift</i> , 2022, 134, 49-59.	1.9	15
25	Agency and Gender Influence Older Adults' Presence-Related Experiences in an Interactive Virtual Environment. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2018, 21, 318-324.	3.9	14
26	Habituation of salivary cortisol and cardiovascular reactivity to a repeated real-life and virtual reality Trier Social Stress Test. <i>Physiology and Behavior</i> , 2021, 242, 113618.	2.1	13
27	Salivary cortisol responses to acute stress vary between allergic and healthy individuals: the role of plasma oxytocin, emotion regulation strategies, reported stress and anxiety. <i>Stress</i> , 2020, 23, 275-283.	1.8	12
28	A Virtual Training Tool for Giving Talks. <i>Lecture Notes in Computer Science</i> , 2012, , 53-66.	1.3	10
29	A Case Report of Cannabidiol Treatment of a Crohn's Disease Patient With Anxiety Disorder. <i>Journal of Clinical Psychopharmacology</i> , 2020, 40, 90-92.	1.4	10
30	Why Does It Always Rain on Me? Influence of Gender and Environmental Factors on Usability, Technology Related Anxiety and Immersion in Virtual Environments. <i>Lecture Notes in Computer Science</i> , 2013, , 392-402.	1.3	9
31	Applying the International Classification of Functioningâ€“Children and Youth Version to Pediatric Neuro-oncology. <i>Journal of Child Neurology</i> , 2017, 32, 23-28.	1.4	8
32	Elevated oxytocin and noradrenaline indicate higher stress levels in allergic rhinitis patients: Implications for the skin prick diagnosis in a pilot study. <i>PLoS ONE</i> , 2018, 13, e0196879.	2.5	8
33	Mothersâ€™ and Fathersâ€™ Perspectives on the Causes of Their Childâ€™s Disorder. <i>Journal of Pediatric Psychology</i> , 2020, 45, 803-811.	2.1	8
34	Knowledge about and attitudes towards medical cannabis among Austrian university students. <i>Complementary Therapies in Medicine</i> , 2021, 58, 102700.	2.7	7
35	Two Experimental Virtual Paradigms for Stress Research: Developing Avatar-Based Approaches for Interpersonal and Evaluative Stressors. <i>Lecture Notes in Computer Science</i> , 2016, , 51-62.	1.3	5
36	Evaluating Parentsâ€™ and Childrenâ€™s Assessments of Competence, Health Related Quality of Life and Illness Perception. <i>Journal of Child and Family Studies</i> , 2019, 28, 2690-2699.	1.3	4

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37	The anonymously adopted child: Impact of age and parental psychopathology on adopteesâ€™ mental health. <i>Children and Youth Services Review</i> , 2020, 119, 105672.	1.9	4
38	Facilitators and Strategies for Breaking the News of an Intrauterine Deathâ€™A Mixed Methods Study among Obstetricians. <i>Journal of Clinical Medicine</i> , 2021, 10, 5347.	2.4	4
39	<i>Letter to the Editor:</i> Cannabidiol Treatmentâ€™Is There an Effect on Cognitive Functioning, Quality of Life, and Behavior? A Case Report. <i>Journal of Child and Adolescent Psychopharmacology</i> , 2021, 31, 447-449.	1.3	3
40	Debunking Differences between Younger and Older Adults Using a Collaborative Virtual Environment. <i>Lecture Notes in Computer Science</i> , 2013, , 36-47.	1.3	3
41	T104. PSYCHOTIC-LIKE EXPERIENCES AND PROBLEMATIC GAMING BEHAVIOR IN ONLINE GAME FORUMS. <i>Schizophrenia Bulletin</i> , 2020, 46, S270-S270.	4.3	2
42	Anonymous birth: Biographical knowledge and dyadic coping in adoptive mothers and fathers. <i>Current Psychology</i> , 0, , 1.	2.8	2
43	How to Prevent Depression? Current Directions and Future Challenges in Children with Chronic Medical Conditions. <i>Psychiatria Danubina</i> , 2016, 28, 441-451.	0.4	2
44	The virtual schoolyard. , 2018, , .		1
45	Personality traits and stress coping among obstetricians diagnosing and communicating fetal death â€™A crossâ€™sectional study. <i>International Journal of Gynecology and Obstetrics</i> , 2021, , .	2.3	1
46	Evaluating Usability Aspects of a Mixed Reality Solution for Immersive Analytics in Industry 4.0 Scenarios. <i>Journal of Visualized Experiments</i> , 2020, , .	0.3	1
47	Character identification is predicted by narrative transportation, immersive tendencies, and interactivity. <i>Current Psychology</i> , 0, , 1.	2.8	1
48	Games for Health: Have Fun with Virtual Reality!. , 2012, , .		0
49	Psychopathology and Quality of Life in Traumatized or Victimized Underage Individuals as Factors for Forensic Multilevel Assessmentâ€™A Pilot Investigation. <i>Frontiers in Psychiatry</i> , 2019, 10, 684.	2.6	0
50	10 Does Gender Matter? Exploring Experiences of Physical and Social Presence in Men and Women. , 2014, , 152-163.		0
51	Central Europe. , 2017, , 87-106.		0