

# Paul M Rea

## List of Publications by Year in descending order

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Version: 2024-02-01

57  
papers

455  
citations

840776

11  
h-index

794594

19  
g-index

59  
all docs

59  
docs citations

59  
times ranked

485  
citing authors

#	ARTICLE	IF	CITATIONS
1	Augmented and Virtual Reality in Anatomical Education – A Systematic Review. <i>Advances in Experimental Medicine and Biology</i> , 2020, 1235, 89-101.	1.6	82
2	Development of a Patient-Specific 3D-Printed Liver Model for Preoperative Planning. <i>Surgical Innovation</i> , 2017, 24, 145-150.	0.9	43
3	The precision of four commonly used surgical landmarks for locating the facial nerve in anterograde parotidectomy in humans. <i>Annals of Anatomy</i> , 2010, 192, 27-32.	1.9	34
4	From anxiety to empowerment: a Learning Community of University Teachers. <i>Teaching in Higher Education</i> , 2010, 15, 273-284.	2.6	29
5	Real-time Medical Visualization of Human Head and Neck Anatomy and its Applications for Dental Training and Simulation. <i>Current Medical Imaging</i> , 2014, 9, 298-308.	0.8	23
6	Proof of concept of a workflow methodology for the creation of basic canine head anatomy veterinary education tool using augmented reality. <i>PLoS ONE</i> , 2018, 13, e0195866.	2.5	21
7	Use of a virtual 3D anterolateral thigh model in medical education: Augmentation and not replacement of traditional teaching?. <i>Journal of Plastic, Reconstructive and Aesthetic Surgery</i> , 2020, 73, 269-275.	1.0	20
8	A recommended workflow methodology in the creation of an educational and training application incorporating a digital reconstruction of the cerebral ventricular system and cerebrospinal fluid circulation to aid anatomical understanding. <i>BMC Medical Imaging</i> , 2015, 15, 44.	2.7	19
9	Constructionist Learning in Anatomy Education. <i>Lecture Notes in Computer Science</i> , 2012, , 43-58.	1.3	18
10	The Use of Social Media in Anatomical and Health Professional Education: A Systematic Review. <i>Advances in Experimental Medicine and Biology</i> , 2019, 1205, 149-170.	1.6	16
11	Canine neuroanatomy: Development of a 3D reconstruction and interactive application for undergraduate veterinary education. <i>PLoS ONE</i> , 2017, 12, e0168911.	2.5	16
12	The Co-design of Hand Rehabilitation Exercises for Multiple Sclerosis Using Hand Tracking System. <i>Advances in Experimental Medicine and Biology</i> , 2019, 1120, 83-96.	1.6	12
13	Acute fractures of the pediatric foot and ankle. <i>World Journal of Pediatrics</i> , 2015, 11, 14-20.	1.8	11
14	Vagus Nerve. , 2014, , 105-116.		10
15	Circular frame fixation for calcaneal fractures risks injury to the medial neurovascular structures: A cadaveric description. <i>Injury</i> , 2016, 47, 2700-2705.	1.7	8
16	3D visualisation for education, diagnosis and treatment of Iliotibial band syndrome. , 2013, , .		7
17	Monoaxial external fixation of the calcaneus: An anatomical study assessing the safety of monoaxial pin insertion. <i>Injury</i> , 2016, 47, 2091-2096.	1.7	7
18	Engaging with Children Using Augmented Reality on Clothing to Prevent Them from Smoking. <i>Advances in Experimental Medicine and Biology</i> , 2020, 1262, 59-94.	1.6	7

#	ARTICLE	IF	CITATIONS
19	The variability of the facial artery in its branching pattern and termination point and its relevance in craniofacial surgery. <i>European Journal of Plastic Surgery</i> , 2014, 37, 1-8.	0.6	6
20	A Game Changer: “The Use of Digital Technologies in the Management of Upper Limb Rehabilitation”™. <i>Advances in Experimental Medicine and Biology</i> , 2019, 1205, 117-147.	1.6	6
21	A comparative study of the morphology of mammalian chordae tendineae of the mitral and tricuspid valves. <i>Veterinary Record Open</i> , 2015, 2, e000150.	1.0	4
22	How to effectively design and create a concept mobile application to aid in the management of type 1 diabetes in adolescents. <i>Journal of Visual Communication in Medicine</i> , 2017, 40, 101-108.	0.6	4
23	Medical Imaging and Facial Soft Tissue Thickness Studies for Forensic Craniofacial Approximation: A Pilot Study on Modern Cretans. <i>Advances in Experimental Medicine and Biology</i> , 2019, 1138, 71-86.	1.6	4
24	A Systematic Review of Randomised Control Trials Evaluating the Efficacy and Safety of Open and Endoscopic Carpal Tunnel Release. <i>Advances in Experimental Medicine and Biology</i> , 2022, 1356, 141-172.	1.6	4
25	Endoscopic access to fascia lata for use in static facial reanimation—a cadaveric and clinical study. <i>European Journal of Plastic Surgery</i> , 2013, 36, 673-678.	0.6	3
26	Arterial Anastomosis in the Tongue. <i>Journal of Oral and Maxillofacial Surgery</i> , 2016, 74, 1084-1090.	1.2	3
27	Digital curation and online resources: digital scanning of surgical tools at the royal college of physicians and surgeons of Glasgow for an open university learning resource. <i>Journal of Visual Communication in Medicine</i> , 2017, 40, 2-12.	0.6	3
28	What the Tech? The Management of Neurological Dysfunction Through the Use of Digital Technology. <i>Advances in Experimental Medicine and Biology</i> , 2021, 1317, 131-145.	1.6	3
29	A Serious Game on Skull Anatomy for Dental Undergraduates. <i>Advances in Experimental Medicine and Biology</i> , 2020, 1262, 217-237.	1.6	3
30	Recommended Workflow Methodology in the Creation of an Interactive Application for Patient™s Diagnosed with Pancreatic Cancer. <i>Advances in Experimental Medicine and Biology</i> , 2019, 1171, 85-103.	1.6	3
31	Evaluation of Child-Friendly Augmented Reality Tool for Patient-Centered Education in Radiology and Bone Reconstruction. <i>Advances in Experimental Medicine and Biology</i> , 2019, 1171, 105-126.	1.6	3
32	Collect the Bones, Avoid the Cones: A Game-Based App for Public Engagement. <i>Advances in Experimental Medicine and Biology</i> , 2020, 1262, 203-216.	1.6	3
33	Enabling More Accessible MS Rehabilitation Training Using Virtual Reality. <i>Advances in Experimental Medicine and Biology</i> , 2020, 1262, 95-114.	1.6	3
34	Rapid Transition to Blended Learning. <i>Journal of Perspectives in Applied Academic Practice</i> , 2021, 9, 169-180.	0.2	3
35	Facial Nerve. , 2014, , 71-79.		2
36	Hypoglossal Nerve. , 2014, , 127-135.		2

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37	Brainstem Tracts. , 2015, , 177-192.		2
38	Abducent Nerve. , 2014, , 63-70.		1
39	Trigeminal Nerve. , 2014, , 47-62.		1
40	Trochlear Nerve. , 2014, , 39-45.		1
41	Olfactory Nerve. , 2014, , 1-6.		1
42	Forebrain. , 2015, , 77-87.		1
43	Innovative taught MSc in Medical Visualisation and Human Anatomy. Journal of Visual Communication in Medicine, 2015, 38, 106-111.	0.6	1
44	Toward the Development of an Accurate 3D Human Body Model Implemented in a Real-time, Interactive Application to Enhance Anatomy Teaching. FASEB Journal, 2015, 29, 692.13.	0.5	1
45	Interactive 3D Visualisation of the Mammalian Circadian System. Advances in Experimental Medicine and Biology, 2019, 1156, 13-39.	1.6	1
46	Vestibulocochlear Nerve. , 2014, , 81-93.		0
47	Oculomotor Nerve. , 2014, , 27-38.		0
48	Optic Nerve. , 2014, , 7-26.		0
49	Glossopharyngeal Nerve. , 2014, , 95-103.		0
50	Spinal Accessory Nerve. , 2014, , 117-125.		0
51	Hindbrain (Rhombencephalon). , 2015, , 91-98.		0
52	Midbrain (Mesencephalon). , 2015, , 89-90.		0
53	MSc medical visualisation and human anatomy. Journal of Visual Communication in Medicine, 2018, 41, 177-183.	0.6	0
54	Augmented Reality Application of Schizocosa ocreata: A Tool for Reducing Fear of Arachnids Through Public Outreach. Advances in Experimental Medicine and Biology, 2021, 1334, 137-155.	1.6	0

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55	What Not to Do with PPE: A Digital Application to Raise Awareness of Proper PPE Protocol. <i>Advances in Experimental Medicine and Biology</i> , 2021, 1334, 55-79.	1.6	0
56	Endoscopic Harvest of the Fascia Lata for Facial Reanimation. , 2016, , 25-31.		0
57	MSc medical visualisation & human anatomy, showcase 2021, the Glasgow School of Art. <i>Journal of Visual Communication in Medicine</i> , 2022, 45, 43-49.	0.6	0