

David K Swapp

List of Publications by Year in descending order

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Version: 2024-02-01

39
papers

1,685
citations

430874

18
h-index

434195

31
g-index

42
all docs

42
docs citations

42
times ranked

1505
citing authors

#	ARTICLE	IF	CITATIONS
1	Consensus Based Networking of Distributed Virtual Environments. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 3138-3153.	4.4	1
2	Metameric Varifocal Holograms. , 2022, , .		7
3	Design Interfaces with VR. , 2022, , .		0
4	Quality of Service Impact on Edge Physics Simulations for VR. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 2691-2701.	4.4	3
5	A NOVEL EXPERIMENTAL DESIGN OF A REAL-TIME VR TRACKING DEVICE. Proceedings of the Design Society, 2021, 1, 171-180.	0.8	1
6	Bystander Affiliation Influences Intervention Behavior: A Virtual Reality Study. SAGE Open, 2021, 11, 215824402110400.	1.7	7
7	Beyond blur. ACM Transactions on Graphics, 2021, 40, 1-14.	7.2	0
8	Beyond blur. ACM Transactions on Graphics, 2021, 40, 1-14.	7.2	29
9	Ubiquitous: A System to Build Flexible Social Virtual Reality Experiences. , 2021, , .		27
10	Docking Haptics: Dynamic Combinations Of Grounded And Worn Devices. , 2020, , .		1
11	Docking Haptics: Extending the Reach of Haptics by Dynamic Combinations of Grounded and Worn Devices. , 2020, , .		4
12	Position-Based Control of Under-Constrained Haptics: A System for the Dexmo Glove. IEEE Robotics and Automation Letters, 2019, 4, 3497-3504.	5.1	6
13	Movement of environmental threats modifies the relevance of the defensive eye-blink in a spatially-tuned manner. Scientific Reports, 2019, 9, 3661.	3.3	9
14	Participant concerns for the Learner in a Virtual Reality replication of the Milgram obedience study. PLoS ONE, 2018, 13, e0209704.	2.5	25
15	Profiling Distributed Virtual Environments by Tracing Causality. , 2018, , .		2
16	A Study of Professional Awareness Using Immersive Virtual Reality: The Responses of General Practitioners to Child Safeguarding Concerns. Frontiers in Robotics and AI, 2018, 5, 80.	3.2	8
17	Up, Down, Near, Far: An Online Vestibular Contribution to Distance Judgement. PLoS ONE, 2017, 12, e0169990.	2.5	8
18	Action Sounds Modulate Arm Reaching Movements. Frontiers in Psychology, 2016, 7, 1391.	2.1	20

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19	Hypersensitivity to Contingent Behavior in Paranoia. <i>Journal of Nervous and Mental Disease</i> , 2016, 204, 148-152.	1.0	12
20	An "In the Wild"™ Experiment on Presence and Embodiment using Consumer Virtual Reality Equipment. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2016, 22, 1406-1414.	4.4	121
21	The Responses of Medical General Practitioners to Unreasonable Patient Demand for Antibiotics - A Study of Medical Ethics Using Immersive Virtual Reality. <i>PLoS ONE</i> , 2016, 11, e0146837.	2.5	63
22	How Do People with Persecutory Delusions Evaluate Threat in a Controlled Social Environment? A Qualitative Study Using Virtual Reality. <i>Behavioural and Cognitive Psychotherapy</i> , 2015, 43, 89-107.	1.2	16
23	Social defeat predicts paranoid appraisals in people at high risk for psychosis. <i>Schizophrenia Research</i> , 2015, 168, 16-22.	2.0	48
24	Atypical interference effect of action observation in autism spectrum conditions. <i>Psychological Medicine</i> , 2014, 44, 731-740.	4.5	40
25	The impact of enhanced projector display on the responses of people to a violent scenario in immersive virtual reality. , 2013, , .		4
26	Bystander Responses to a Violent Incident in an Immersive Virtual Environment. <i>PLoS ONE</i> , 2013, 8, e52766.	2.5	131
27	Full Body Acting Rehearsal in a Networked Virtual Environment " A Case Study. <i>Presence: Teleoperators and Virtual Environments</i> , 2012, 21, 229-243.	0.6	32
28	The effect of virtual reality on visual vertigo symptoms in patients with peripheral vestibular dysfunction: A pilot study. <i>Journal of Vestibular Research: Equilibrium and Orientation</i> , 2012, 22, 273-281.	2.0	67
29	The implementation of a novel walking interface within an immersive display. , 2010, , .		33
30	Where do we look when we steer and does it matter?. <i>Journal of Vision</i> , 2010, 1, 185-185.	0.3	7
31	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
32	Mediating Performance through Virtual Agents. <i>Lecture Notes in Computer Science</i> , 2009, , 439-445.	1.3	0
33	Virtual reality and persecutory delusions: Safety and feasibility. <i>Schizophrenia Research</i> , 2008, 104, 228-236.	2.0	69
34	Virtual reality and paranoid ideations in people with an "at-risk mental state"™ for psychosis. <i>British Journal of Psychiatry</i> , 2007, 191, s63-s68.	2.8	77
35	Interaction with co-located haptic feedback in virtual reality. <i>Virtual Reality</i> , 2006, 10, 24-30.	6.1	76
36	A Virtual Reprise of the Stanley Milgram Obedience Experiments. <i>PLoS ONE</i> , 2006, 1, e39.	2.5	448

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37	Social Anxiety in Virtual Environments: Results of a Pilot Study. <i>Cyberpsychology, Behavior and Social Networking</i> , 2003, 6, 237-243.	2.2	38
38	Why you should look where you are going. <i>Nature Neuroscience</i> , 2000, 3, 647-648.	14.8	142
39	Heading perception and the allocation of attention. <i>Vision Research</i> , 2000, 40, 2533-2543.	1.4	22