

# Ilona Heldal

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7731422/publications.pdf>

Version: 2024-02-01

38  
papers

421  
citations

1040056

9  
h-index

839539

18  
g-index

40  
all docs

40  
docs citations

40  
times ranked

253  
citing authors

#	ARTICLE	IF	CITATIONS
1	Digital Game-Based Support for Learning the Phlebotomy Procedure in the Biomedical Laboratory Scientist Education. Computers, 2022, 11, 59.	3.3	1
2	A Bibliometric Analysis of Virtual Reality-Aided Vision Therapy. Studies in Health Technology and Informatics, 2022, , .	0.3	2
3	Supporting School Aged Children to Train Their Vision by Using Serious Games. Computers, 2021, 10, 53.	3.3	10
4	Remote Virtual Simulation for Incident Commandersâ€™ Cognitive Aspects. Applied Sciences (Switzerland), 2021, 11, 6434.	2.5	9
5	Current Challenges Supporting School-Aged Children with Vision Problems: A Rapid Review. Applied Sciences (Switzerland), 2021, 11, 9673.	2.5	10
6	Technologies supporting vision screening: a protocol for a scoping review. BMJ Open, 2021, 11, e050819.	1.9	0
7	A Bibliometric Analysis and Visualization of the Use of Eye-Tracking Technologies for Vision Screening. , 2021, , .		2
8	Technologies supporting vision screening: a protocol for a scoping review. BMJ Open, 2021, 11, e050819.	1.9	5
9	Merging 360Â°-videos and Game-Based Virtual Environments for Phlebotomy Training: Teachers and Students View. , 2021, , .		1
10	Open Source Affordable Balance Testing based on a Nintendo Wii Balance Board. , 2021, , .		1
11	Using Eye- Tracking to Examine Query Syntax and Method Syntax Comprehension in LINQ. , 2020, , .		12
12	State-of-the-art and Future Directions for Using Augmented Reality Head Mounted Displays for First Aid Live Training. , 2020, , .		4
13	Cognitive robotics software development aspects based on experiments of future software engineers. , 2020, , .		2
14	Development of a technological screening platform for children. , 2020, , .		0
15	Games on Mobiles via Web or Virtual Reality Technologies: How to Support Learning for Biomedical Laboratory Science Education. Information (Switzerland), 2020, 11, 195.	2.9	16
16	Remote Virtual Simulation for Incident Commanders: Opportunities and Possibilities. , 2020, , .		5
17	Educational Tool for Testing Emotion Recognition Abilities in Adolescents. Acta Polytechnica Hungarica, 2020, 17, 129-145.	2.9	8
18	Relationship between Education 4.0 and Cognitive InfoCommunications. , 2020, , .		1

#	ARTICLE	IF	CITATIONS
19	Eye-tracking Technologies Supporting Vision Screening In Children. , 2020, , .		5
20	Using Eye-tracking Technologies in Vision Teachersâ€™™ Work â€™ a Norwegian Perspective. , 2020, , .		6
21	Eye-tracking Complementing Manual Vision Screening for Detecting Oculomotor Dysfunction. , 2019, , .		9
22	mStikk - A Mobile Application for Learning Phlebotomy. , 2019, , .		4
23	A quantitative study of using Cisco Packet Tracer simulation software to improve IT studentsâ€™™ creativity and outcomes. , 2019, , .		5
24	The Examination Task of Source-code Debugging Using GP3 Eye Tracker. , 2019, , .		7
25	Analysis of Gaze Fixations Using an Open-source Software. , 2019, , .		2
26	wStikk â€™ Web-based Phlebotomy Learning. , 2019, , .		0
27	Detecting oculomotor problems using eye tracking: Comparing EyeX and TX300. , 2019, , .		5
28	Emotion recognition in typical and atypical development â€™ a technology-based paradigm. , 2019, , .		1
29	Design and Development of a Mobile Application Supporting Planning for Future Parents. Studies in Health Technology and Informatics, 2018, 251, 71-74.	0.3	0
30	Connecting the Links: Narratives, Simulations and Serious Games in Prehospital Training. Studies in Health Technology and Informatics, 2017, 235, 343-347.	0.3	2
31	The role of web in launching and using radio communication for public safety. International Journal of Knowledge and Web Intelligence, 2011, 2, 36.	0.2	0
32	Virtual reality as a new tool in the city planning process. Tsinghua Science and Technology, 2008, 13, 255-260.	6.1	27
33	Supporting participation in planning new roads by using virtual reality systems. Virtual Reality, 2007, 11, 145-159.	6.1	37
34	Factors influencing flow of object focussed collaboration in collaborative virtual environments. Virtual Reality, 2006, 10, 119-133.	6.1	24
35	The Usability of Collaborative Virtual Environments and Methods for the Analysis of Interaction. Presence: Teleoperators and Virtual Environments, 2006, 15, 655-667.	0.6	48
36	Successes and Failures in Co-Present Situations. Presence: Teleoperators and Virtual Environments, 2005, 14, 563-579.	0.6	26

#	ARTICLE	IF	CITATIONS
37	Collaborating in networked immersive spaces: as good as being there together?. Computers and Graphics, 2001, 25, 781-788.	2.5	94
38	Cubes in the Cube: A Comparison of a Puzzle-Solving Task in a Virtual and a Real Environment. Cyberpsychology, Behavior and Social Networking, 2001, 4, 279-286.	2.2	27