

Jessy Barre

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8688611/publications.pdf>

Version: 2024-02-01

13
papers

171
citations

1307594

7
h-index

1281871

11
g-index

15
all docs

15
docs citations

15
times ranked

160
citing authors

#	ARTICLE	IF	CITATIONS
1	Urgent and non-urgent takeovers during conditional automated driving on public roads: The impact of different training programmes. <i>Transportation Research Part F: Traffic Psychology and Behaviour</i> , 2021, 81, 130-143.	3.7	10
2	Midwifery students' retention of learning after screen-based simulation training on neonatal resuscitation: a pilot study. <i>BMJ Simulation and Technology Enhanced Learning</i> , 2021, 7, 31-34.	0.7	4
3	Driver Behavior in Conditional Automation: Comparison of Driving Simulator and Wizard of Oz Conditions. , 2020, , .		1
4	Effect of Computer Debriefing on Acquisition and Retention of Learning After Screen-Based Simulation of Neonatal Resuscitation: Randomized Controlled Trial. <i>JMIR Serious Games</i> , 2020, 8, e18633.	3.1	9
5	Virtual Reality Single-Port Sleeve Gastrectomy Training Decreases Physical and Mental Workload in Novice Surgeons: An Exploratory Study. <i>Obesity Surgery</i> , 2019, 29, 1309-1316.	2.1	34
6	Does Repeated Exposure to Critical Situations in a Screen-Based Simulation Improve the Self-Assessment of Non-Technical Skills in Postpartum Hemorrhage Management?. <i>Simulation and Gaming</i> , 2019, 50, 102-123.	1.9	8
7	Benefits of Screen-Based Postpartum Hemorrhage Simulation on Nontechnical Skills Training. <i>Simulation in Healthcare</i> , 2019, 14, 391-397.	1.2	9
8	The Effect of Virtual Environment and User/Designer Collaboration on the Creative Co-design Process. <i>Advances in Intelligent Systems and Computing</i> , 2019, , 605-614.	0.6	1
9	Persona logical thinking: improving requirements elicitation for multidisciplinary teams. <i>CoDesign</i> , 2018, 14, 218-237.	2.0	6
10	Social identity cues to improve creativity and identification in face-to-face and virtual groups. <i>Computers in Human Behavior</i> , 2017, 77, 140-147.	8.5	42
11	Using avatars to tailor ideation process to innovation strategy. <i>Cognition, Technology and Work</i> , 2016, 18, 583-594.	3.0	34
12	Anticipating user's needs with playful methods. , 2014, , .		1
13	Trains of thought on the tabletop: visualizing association of ideas improves creativity. <i>Personal and Ubiquitous Computing</i> , 2014, 18, 1159-1167.	2.8	11