A Bibliography of Articles Relevant to the Application of Virtual Reality in the Mental Health Field

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INTRODUCTION

THE FOLLOWING BIBLIOGRAPHY contains references for articles, books, and conference papers that may be of value to those with interests in virtual reality (VR) and mental health. However, a few points should be made regarding our approach to putting this together.

We have attempted to include as many articles as possible for this aim (within certain time constraints), yet we recognize that there is some work that we may have missed. In this regard, this effort should be viewed as a continuing "work in progress." We invite the readers of *CyberPsychology and Behavior* to keep us informed of new resources, and to send us relevant citations. They will be added to this evolving document. Any feedback or contributions can be sent to the first author via E-mail (or other means), and it is hoped that a more inclusive, improved, and useful version of this bibliography will be published or made available in the future. Also, subscribers to *CyberPsychology and Behavior* may obtain the most recently updated electronic version of this document by sending an E-mail request to the first author.

Regarding the content of this bibliography, we decided to include work that broadly fell into the general categories of psychology, neuropsychology, and human factors. These broad categories were further broken down into subsections where this was seen to be of value in directing the reader to more specific areas. Also, some references have been included that do not directly involve the use of VR. These non-VR references were added, based on the judgment of the authors, as they were seen to be of value in providing baseline or background information in a given area. These citations might be helpful for understanding the science and rationale that underlies a particular VR application area and may inform more effective development of VR technology. For example, in the general neuropsychology subsection, a reference to Lezak's highly respected book, *Neuropsychological Assessment*, was included as it is considered by many to be a definitive work in this general area. For someone interested in developing VR applications for these purposes, this particular work would provide an efficient source for finding essential detailed information on a given topic. In other areas of this bibliography, smaller non-VR articles may be equally helpful for spotting the key concepts and issues relevant to a specific topic.

Also, many of the works cited could be placed in more than one category (e.g., spatial processes vs. memory vs. transfer of training). In order to save space, whenever possible we avoided multiple listings of the same article in different sections. Groupings were made based on the authors' subjective judgments, and differing viewpoints on subsection placement are likely to exist in this regard. Again, feedback on this or any of the above issues is welcome and may be incorporated in future versions of this document.

It is hoped that this collection of references will be of value for *CyberPsychology and Behavior* readers in their efforts to become more informed and capable in the development of this technology.

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This article has been cited by:

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