

Mark Stansfield

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/10454455/publications.pdf>

Version: 2024-02-01

14
papers

718
citations

1478505

6
h-index

1474206

9
g-index

14
all docs

14
docs citations

14
times ranked

515
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 1 | An application of games-based learning within software engineering. British Journal of Educational Technology, 2007, 38, 416-428. | 6.3 | 147 |
| 2 | An alternate reality game for language learning: ARGuing for multilingual motivation. Computers and Education, 2011, 57, 1389-1415. | 8.3 | 136 |
| 3 | Evaluation of a game to teach requirements collection and analysis in software engineering at tertiary education level. Computers and Education, 2011, 56, 21-35. | 8.3 | 135 |
| 4 | A quasi-experimental study of three online learning courses in computing. Computers and Education, 2007, 49, 345-359. | 8.3 | 74 |
| 5 | The differences in motivations of online game players and offline game players: A combined analysis of three studies at higher education level. Computers and Education, 2011, 57, 2197-2211. | 8.3 | 72 |
| 6 | Enhancing Student Performance in Online Learning and Traditional Face-to-Face Class Delivery. Journal of Information Technology Education:Research, 0, 3, 173-188. | 0.0 | 50 |
| 7 | Towards the Development of a Games-Based Learning Evaluation Framework. , 2009, , 251-273. | | 35 |
| 8 | From e-learning to games-based e-learning: using interactive technologies in teaching an IS course. International Journal of Information Technology and Management, 2007, 6, 188. | 0.1 | 33 |
| 9 | The Use of Computer Games in Education. Advances in Game-based Learning Book Series, 0, , 29-50. | 0.2 | 20 |
| 10 | Collaboration Through Simulation. Simulation and Gaming, 2014, 45, 394-409. | 1.9 | 6 |
| 11 | ARGuing for Multilingual Motivation in Web 2.0. Advances in Game-based Learning Book Series, 0, , 240-260. | 0.2 | 4 |
| 12 | Developing a framework for best practice in sustainable virtual campuses. International Journal of Networking and Virtual Organisations, 2009, 6, 440. | 0.2 | 2 |
| 13 | Using Games-Based Learning to Teach Software Engineering. Lecture Notes in Business Information Processing, 2008, , 304-313. | 1.0 | 2 |
| 14 | Games-Based Learning and Web 2.0 Technologies in Education: Motivating the "Learner" Generation. , 2012, , 227-239. | | 2 |