

Mark Stansfield

List of Publications by Year in descending order

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

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