

# Iván Martínez-Ortiz

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/10824837/publications.pdf>

Version: 2024-02-01

47  
papers

1,327  
citations

623734

14  
h-index

501196

28  
g-index

49  
all docs

49  
docs citations

49  
times ranked

803  
citing authors

#	ARTICLE	IF	CITATIONS
1	Educational game design for online education. Computers in Human Behavior, 2008, 24, 2530-2540.	8.5	389
2	Applying standards to systematize learning analytics in serious games. Computer Standards and Interfaces, 2017, 50, 116-123.	5.4	91
3	Applications of data science to game learning analytics data: A systematic literature review. Computers and Education, 2019, 141, 103612.	8.3	75
4	Game Learning Analytics: Learning Analytics for Serious Games. , 2016, , 1-29.		63
5	Serious games to prevent and detect bullying and cyberbullying: A systematic serious games and literature review. Computers and Education, 2020, 157, 103958.	8.3	57
6	A documental approach to adventure game development. Science of Computer Programming, 2007, 67, 3-31.	1.9	52
7	Predicting students' knowledge after playing a serious game based on learning analytics data: A case study. Journal of Computer Assisted Learning, 2020, 36, 350-358.	5.1	51
8	A visual language for the creation of narrative educational games. Journal of Visual Languages and Computing, 2011, 22, 443-452.	1.8	45
9	Lessons learned applying learning analytics to assess serious games. Computers in Human Behavior, 2019, 99, 301-309.	8.5	45
10	Systematizing game learning analytics for serious games. , 2017, , .		41
11	Development of Game-Like Simulations for Procedural Knowledge in Healthcare Education. IEEE Transactions on Learning Technologies, 2014, 7, 69-82.	3.2	35
12	Using e-learning standards in educational video games. Computer Standards and Interfaces, 2013, 36, 178-187.	5.4	34
13	A Content-Centric Development Process Model. Computer, 2008, 41, 24-30.	1.1	33
14	Can educational video games increase high school students' interest in theatre?. Computers and Education, 2015, 87, 182-191.	8.3	33
15	Validation of a Cyberbullying Serious Game Using Game Analytics. IEEE Transactions on Learning Technologies, 2020, 13, 186-197.	3.2	32
16	Implementing accessibility in educational videogames with <e-Adventure>. , 2009, , .		24
17	Authoring and Reengineering of IMS Learning Design Units of Learning. IEEE Transactions on Learning Technologies, 2009, 2, 189-202.	3.2	22
18	Easing assessment of game-based learning with <e-adventure> and LAMS. , 2010, , .		21

#	ARTICLE	IF	CITATIONS
19	Serious games: A journey from research to application. , 2014, , .		21
20	Game learning analytics is not informagic!. , 2018, , .		18
21	Creating awareness on bullying and cyberbullying among young people: Validating the effectiveness and design of the serious game Conectado. Telematics and Informatics, 2021, 60, 101568.	5.8	14
22	uAdventure: The eAdventure reboot: Combining the experience of commercial gaming tools and tailored educational tools. , 2017, , .		13
23	Applicability of a Cyberbullying Videogame as a Teacher Tool: Comparing Teachers and Educational Sciences Students. IEEE Access, 2019, 7, 55841-55850.	4.2	13
24	A highly modular and extensible architecture for an integrated IMS-based authoring system: the <e-Aula> experience. Software - Practice and Experience, 2007, 37, 441-461.	3.6	10
25	Simva: Simplifying the Scientific Validation of Serious Games. , 2019, , .		9
26	Language engineering techniques for the development of e-learning applications. Journal of Network and Computer Applications, 2009, 32, 1092-1105.	9.1	8
27	Deploying and debugging educational games using e-Learning standards. , 2012, , .		7
28	Improving Serious Games Analyzing Learning Analytics Data: Lessons Learned. Lecture Notes in Computer Science, 2019, , 287-296.	1.3	7
29	Building Learning Management Systems Using IMS Standards: Architecture of a Manifest Driven Approach. Lecture Notes in Computer Science, 2005, , 144-156.	1.3	7
30	Learning analytics for location-based serious games. , 2018, , .		6
31	Game Learning Analytics, Facilitating the Use of Serious Games in the Class. Revista Iberoamericana De Tecnologías Del Aprendizaje, 2019, 14, 168-176.	0.9	6
32	Improving evidence-based assessment of players using serious games. Telematics and Informatics, 2021, 60, 101583.	5.8	6
33	Integrating Learning Analytics into a Game Authoring Tool. Lecture Notes in Computer Science, 2017, , 51-61.	1.3	6
34	Multi-Level Game Learning Analytics for Serious Games. , 2018, , .		5
35	Making Understandable Game Learning Analytics for Teachers. Lecture Notes in Computer Science, 2018, , 112-121.	1.3	5
36	Evidence-based evaluation of a serious game to increase bullying awareness. Interactive Learning Environments, 2023, 31, 644-654.	6.4	5

#	ARTICLE	IF	CITATIONS
37	Data science meets standardized game learning analytics. , 2021, , .		4
38	A Scalable Architecture for One-Stop Evaluation of Serious Games. Lecture Notes in Computer Science, 2020, , 69-78.	1.3	4
39	Extending a game authoring tool for ubiquitous education. , 2010, , .		2
40	Using Game Technology to Automatize Neuropsychological Tests and Research in Active Aging. , 2018, , .		2
41	Full Lifecycle Architecture for Serious Games: Integrating Game Learning Analytics and a Game Authoring Tool. Lecture Notes in Computer Science, 2017, , 73-84.	1.3	2
42	Game Learning Analytics for Educators. , 2019, , .		1
43	CONECTADO IN THE CLASSROOM: APPLYING A VIDEO GAME FOR THE PREVENTION OF BULLYING AT THE SCHOOL. , 2019, , .		1
44	Language-Driven, Technology-Enhanced Instructional Systems Design. Lecture Notes in Computer Science, 2009, , 725-731.	1.3	1
45	Using e-Learning Standards to Improve Serious Game Deployment and Evaluation. , 2022, , .		1
46	Simplifying the Validation and Application of Games with Simva. Lecture Notes in Computer Science, 2020, , 337-346.	1.3	0
47	A Tool Supported Approach for Teaching Serious Game Learning Analytics. , 2021, , .		0