

Jodi Asbell-Clarke

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/10884576/publications.pdf>

Version: 2024-02-01

16
papers

1,735
citations

1306789

7
h-index

1281420

11
g-index

18
all docs

18
docs citations

18
times ranked

1467
citing authors

#	ARTICLE	IF	CITATIONS
1	The Importance of Teacher Bridging in Game-Based Learning Classrooms. , 2022, , 426-454.		0
2	Including Neurodiversity in Foundational and Applied Computational Thinking (INFACT). , 2022, , .		1
3	Assessing implicit computational thinking in Zoombinis puzzle gameplay. Computers in Human Behavior, 2021, 120, 106707.	5.1	34
4	Scaffolding Executive Function in Game-Based Learning to Improve Productive Persistence and Computational Thinking in Neurodiverse Learners. Lecture Notes in Computer Science, 2021, , 155-172.	1.0	1
5	Advancing Research in Game-Based Learning Assessment. Advances in Educational Technologies and Instructional Design Book Series, 2020, , 99-123.	0.2	5
6	The Importance of Teacher Bridging in Game-Based Learning Classrooms. Advances in Educational Technologies and Instructional Design Book Series, 2020, , 211-239.	0.2	3
7	Showing Is Knowing: The Potential and Challenges of Using Neurocognitive Measures of Implicit Learning in the Classroom. Mind, Brain, and Education, 2019, 13, 30-40.	0.9	21
8	Labeling Implicit Computational Thinking in Pizza Pass Gameplay. , 2018, , .		3
9	Assessing implicit science learning in digital games. Computers in Human Behavior, 2017, 76, 617-630.	5.1	37
10	Demystifying computational thinking. Educational Research Review, 2017, 22, 142-158.	4.1	603
11	Using game analytics to evaluate puzzle design and level progression in a serious game. , 2016, , .		16
12	Challenging games help students learn: An empirical study on engagement, flow and immersion in game-based learning. Computers in Human Behavior, 2016, 54, 170-179.	5.1	945
13	Serious Games Analytics to Measure Implicit Science Learning. , 2015, , 343-360.		20
14	Youth science identity, science learning, and gaming experiences. Computers in Human Behavior, 2014, 41, 523-532.	5.1	19
15	Martian boneyards. , 2012, , .		2
16	Martian Boneyards. International Journal of Game-Based Learning, 2012, 2, 52-76.	0.9	24