Katelyn Procci

List of Publications by Year
in descending order

7 papers	**528** citations	1478505 **6** h-index	1720034 **7** g-index
8 all docs	**8** docs citations	**8** times ranked	**414** citing authors

#	Article	IF	Citations
1	Intelligent Agent Transparency in Human–Agent Teaming for Multi-UxV Management. Human Factors, 2016, 58, 401-415.	3.5	230
2	Measuring the flow experience of gamers: An evaluation of the DFS-2. Computers in Human Behavior, 2012, 28, 2306-2312.	8.5	90
3	An Examination of Flow and Immersion in Games. Proceedings of the Human Factors and Ergonomics Society, 2011, 55, 2183-2187.	0.3	16
4	The Effects of Gender, Age, and Experience on Game Engagement. Proceedings of the Human Factors and Ergonomics Society, 2013, 57, 2132-2136.	0.3	11
5	Minigames for Mental Health: Improving Warfighters' Coping Skills and Awareness of Mental Health Resources. Games for Health Journal, 2013, 2, 240-246.	2.0	10
6	The Revised Game Engagement Model: Capturing the subjective gameplay experience. Entertainment Computing, 2018, 27, 157-169.	2.9	9
7	3-D gaming environment preferences: Inversion of the Y-axis. Ergonomics, 2015, 58, 1792-1799.	2.1	2