

Jeroen Bourgonjon

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/11171749/publications.pdf>

Version: 2024-02-01

6
papers

905
citations

1478280

6
h-index

1872570

6
g-index

6
all docs

6
docs citations

6
times ranked

745
citing authors

#	ARTICLE	IF	CITATIONS
1	Students'™ perceptions about the use of video games in the classroom. Computers and Education, 2010, 54, 1145-1156.	5.1	357
2	Acceptance of game-based learning by secondary school teachers. Computers and Education, 2013, 67, 21-35.	5.1	218
3	Digital games in the classroom? A contextual approach to teachers'™ adoption intention of digital games in formal education. Computers in Human Behavior, 2012, 28, 2023-2033.	5.1	110
4	Researching instructional use and the technology acceptance of learning management systems by secondary school teachers. Computers and Education, 2012, 58, 688-696.	5.1	94
5	Parental acceptance of digital game-based learning. Computers and Education, 2011, 57, 1434-1444.	5.1	83
6	Players'™ perspectives on the positive impact of video games: A qualitative content analysis of online forum discussions. New Media and Society, 2016, 18, 1732-1749.	3.1	43