Pieter Wouters

List of Publications by Year
in descending order

28 papers	2,572 citations	471371 17 h-index	713332 21 g-index
28 all docs	28 docs citations	28 times ranked	2095 citing authors

#	Article	IF	Citations
1	Game‐based learning has good chemistry with chemistry education: A three‐level meta‐analysis. Journal of Research in Science Teaching, 2022, 59, 1499-1543.	2.0	12
2	The Role of Learning Styles in Game-Based Learning. International Journal of Game-Based Learning, 2020, 10, 54-69.	0.9	7
3	The effect of surprising events in a serious game on learning mathematics. British Journal of Educational Technology, 2017, 48, 860-877.	3.9	18
4	Computer game-based mathematics education: Embedded faded worked examples facilitate knowledge acquisition. Learning and Instruction, 2017, 50, 44-53.	1.9	32
5	Content integration as a factor in math-game effectiveness. Educational Technology Research and Development, 2017, 65, 1345-1368.	2.0	3
6	Narration-Based Techniques to Facilitate Game-Based Learning. , 2017, , 103-117.		2
7	Overview of Instructional Techniques to Facilitate Learning and Motivation of Serious Games. , 2017, , 1-16.		51
8	Modeling and Worked Examples in Game-Based Learning. , 2017, , 185-198.		3
9	The effectiveness of a math game: The impact of integrating conceptual clarification as support. Computers in Human Behavior, 2016, 64, 21-33.	5.1	20
10	The Role of Surprise in Game-Based Learning for Mathematics. Lecture Notes in Computer Science, 2016, , 401-410.	1.0	1
11	How competition and heterogeneous collaboration interact in prevocational game-based mathematics education. Computers and Education, 2015, 89, 42-52.	5.1	71
12	The Role of Curiosity-Triggering Events in Game-Based Learning for Mathematics. , 2015, , 191-207.		6
13	â€œZeldenrustâ€: A Mathematical Game-Based Learning Environment for Prevocational Students. , 2015, , 63-81.		7
14	A meta-analytic review of the role of instructional support in game-based learning. Computers and Education, 2013, 60, 412-425.	5.1	240
15	A meta-analysis of the cognitive and motivational effects of serious games.. Journal of Educational Psychology, 2013, 105, 249-265.	2.1	1,091
16	Explaining the segmentation effect in learning from animations: The role of pausing and temporal cueing. Computers and Education, 2012, 59, 274-280.	5.1	89
17	Code Red: Triage Or COgnition-based DEsign Rules Enhancing Decisionmaking TRaining In A Game Environment. British Journal of Educational Technology, 2011, 42, 441-455.	3.9	37
18	An expertise reversal effect of segmentation in learning from animated worked-out examples. Computers in Human Behavior, 2011, 27, 46-52.	5.1	120

#	Article	IF	Citations
19	Measuring learning in serious games: a case study with structural assessment. Educational Technology Research and Development, 2011, 59, 741-763.	2.0	42
20	The role of Game Discourse Analysis and curiosity in creating engaging and effective serious games by implementing a back story and foreshadowing. Interacting With Computers, 2011, 23, 329-336.	1.0	43
21	Observational learning from animated models: effects of studyingâ€"practicing alternation and illusion of control on transfer. Instructional Science, 2010, 38, 89-104.	1.1	21
22	Attentional Cueing in Serious Games. , 2010, , .		7
23	Observational learning from animated models: Effects of modality and reflection on transfer. Contemporary Educational Psychology, 2009, 34, 1-8.	1.6	56
24	Learner Performance in Multimedia Learning Arrangements: An Analysis Across Instructional Approaches. American Educational Research Journal, 2009, 46, 1107-1149.	1.6	117
25	Current Practices in Serious Game Research. , 2009, , 232-250.		155
26	How to Optimize Learning From Animated Models: A Review of Guidelines Based on Cognitive Load. Review of Educational Research, 2008, 78, 645-675.	4.3	174
27	Instructional efficiency of animation: effects of interactivity through mental reconstruction of static key frames. Applied Cognitive Psychology, 2007, 21, 783-793.	0.9	57
28	Interactivity in Video-based Models. Educational Psychology Review, 2007, 19, 327-342.	5.1	90