Robert K Atkinson

List of Publications by Year
in descending order

31 papers	3,455 citations	394421 19 h-index	580821 25 g-index
31 all docs	31 docs citations	31 times ranked	1642 citing authors

#	Article	IF	Citations
1	Facebook usage patterns looking into the mind via the ICAP engagement framework. Behaviour and Information Technology, 2023, 42, 514-526.	4.0	0
2	Using a computer game to teach school-aged children about asthma. Interactive Learning Environments, 2017, 25, 431-438.	6.4	10
3	Effects of visual cues and self-explanation prompts: empirical evidence in a multimedia environment. Interactive Learning Environments, 2016, 24, 799-813.	6.4	47
4	Example-based learning: exploring the use of matrices and problem variability. Educational Technology Research and Development, 2016, 64, 115-136.	2.8	12
5	The Impact of Ethnically Matched Animated Agents (Avatars) in the Cognitive Restructuring of Irrational Career Beliefs Held by Young Women. International Journal of Cyber Behavior, Psychology and Learning, 2015, 5, 1-12.	0.2	2
6	Modeling Gameplay Enjoyment, Goal Orientations, and Individual Characteristics. , 2015, , 1451-1478.		0
7	Modeling Gameplay Enjoyment, Goal Orientations, and Individual Characteristics. International Journal of Game-Based Learning, 2014, 4, 51-77.	1.4	4
8	Investigating the impact of pedagogical agent gender matching and learner choice on learning outcomes and perceptions. Computers and Education, 2013, 67, 36-50.	8.3	54
9	Animated agents and learning: Does the type of verbal feedback they provide matter?. Computers and Education, 2013, 67, 239-249.	8.3	85
10	Enhancing Learning from Different Visualizations by Self-Explanation Prompts. Journal of Educational Computing Research, 2013, 49, 83-110.	5.5	21
11	Development of the science technology engineering and mathematics — Active listening skills assessment (STEM-ALSA). , 2012, , .		8
12	Leveraging social media to support collaborative e-learning. , 2012, , .		0
13	Empirical Taxonomies of Gameplay Enjoyment. International Journal of Game-Based Learning, 2012, 2, 11-31.	1.4	35
14	The Gameplay Enjoyment Model. International Journal of Gaming and Computer-Mediated Simulations, 2012, 4, 64-80.	1.1	8
15	Using animations and visual cueing to support learning of scientific concepts andÂprocesses. Computers and Education, 2011, 56, 650-658.	8.3	171
16	Learning from Worked-Out Examples and Problem Solving. , 2010, , 91-108.		35
17	Fostering multimedia learning of science: Exploring the role of an animated agentâ€™s image. Computers and Education, 2007, 49, 677-690.	8.3	123
18	Animated pedagogical agents: does their degree of embodiment impact learning from static or animated worked examples?. Applied Cognitive Psychology, 2007, 21, 747-764.	1.6	129

#	Article	IF	Citations
19	Interactive Learning Environments: Contemporary Issues and Trends. An Introduction to the Special Issue. Educational Psychology Review, 2007, 19, 235-238.	8.4	57
20	Interactive Example-Based Learning Environments: Using Interactive Elements to Encourage Effective Processing of Worked Examples. Educational Psychology Review, 2007, 19, 375-386.	8.4	62
21	Encountering the expertise reversal effect with a computer-based environment on electrical circuit analysis. Learning and Instruction, 2006, 16, 92-103.	3.2	93
22	Multimedia Learning of Mathematics. , 2005, , 393-408.		18
23	Fostering social agency in multimedia learning: Examining the impact of an animated agent's voice. Contemporary Educational Psychology, 2005, 30, 117-139.	2.9	247
24	How Fading Worked Solution Steps Works – A Cognitive Load Perspective. Instructional Science, 2004, 32, 59-82.	2.0	184
25	Structuring the Transition From Example Study to Problem Solving in Cognitive Skill Acquisition: A Cognitive Load Perspective. Educational Psychologist, 2003, 38, 15-22.	9.0	386
26	Transitioning From Studying Examples to Solving Problems: Effects of Self-Explanation Prompts and Fading Worked-Out Steps.. Journal of Educational Psychology, 2003, 95, 774-783.	2.9	347
27	From Example Study to Problem Solving: Smooth Transitions Help Learning. Journal of Experimental Education, 2002, 70, 293-315.	2.6	214
28	Learning From Examples: Fostering Self-Explanations in Computer-Based Learning Environments. Interactive Learning Environments, 2002, 10, 105-119.	6.4	46
29	Optimizing learning from examples using animated pedagogical agents.. Journal of Educational Psychology, 2002, 94, 416-427.	2.9	337
30	Learning from Examples: Instructional Principles from the Worked Examples Research. Review of Educational Research, 2000, 70, 181-214.	7.5	696
31	Matrix and mnemonic text-processing adjuncts: Comparing and combining their components.. Journal of Educational Psychology, 1999, 91, 342-357.	2.9	24