

# M Shane Tutwiler

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/11659909/publications.pdf>

Version: 2024-02-01

15  
papers

664  
citations

933264

10  
h-index

1125617

13  
g-index

15  
all docs

15  
docs citations

15  
times ranked

655  
citing authors

#	ARTICLE	IF	CITATIONS
1	EcoMOBILE: Integrating augmented reality and probeware with environmental education field trips. <i>Computers and Education</i> , 2013, 68, 545-556.	5.1	357
2	A multi-user virtual environment to support students' self-efficacy and interest in science: A latent growth model analysis. <i>Learning and Instruction</i> , 2016, 41, 11-22.	1.9	60
3	Ecosystem Science Learning via Multi-User Virtual Environments. <i>International Journal of Gaming and Computer-Mediated Simulations</i> , 2011, 3, 86-90.	0.9	59
4	Learning to Reason about Ecosystems Dynamics over Time: The Challenges of an Event-Based Causal Focus. <i>BioScience</i> , 2013, 63, 288-296.	2.2	42
5	Motivation and beliefs about the nature of scientific knowledge within an immersive virtual ecosystems environment. <i>Contemporary Educational Psychology</i> , 2014, 39, 112-123.	1.6	35
6	Simplifying Causal Complexity: How Interactions Between Modes of Causal Induction and Information Availability Lead to Heuristic-Driven Reasoning. <i>Mind, Brain, and Education</i> , 2014, 8, 97-114.	0.9	29
7	A study of students' reasoning about probabilistic causality: Implications for understanding complex systems and for instructional design. <i>Instructional Science</i> , 2017, 45, 25-52.	1.1	19
8	Gender bias in virtual learning environments: an exploratory study. <i>British Journal of Educational Technology</i> , 2012, 43, E59.	3.9	14
9	A scientometric analysis of the effectiveness of Taiwan's educational research projects. <i>Scientometrics</i> , 2013, 95, 1141-1166.	1.6	12
10	Technology-rich activities: One type does not motivate all. <i>Contemporary Educational Psychology</i> , 2018, 54, 153-170.	1.6	12
11	Promoting student flow and interest in a science learning game: a design-based research study of School Scene Investigators. <i>Educational Technology Research and Development</i> , 2021, 69, 2789-2811.	2.0	10
12	An agentive focus may limit learning about complex causality and systems dynamics: A study of seventh graders' explanations of ecosystems. <i>Journal of Research in Science Teaching</i> , 2019, 56, 1083-1105.	2.0	9
13	Why Immersive, Interactive Simulation Belongs in the Pedagogical Toolkit of "Next Generation" Science. , 0, , 127-146.		4
14	Exploring the Relationship Between Attentional Capture and Prior Knowledge in a Science-Based Multi-user Virtual Environment: an Individual Growth Model Analysis. <i>Journal of Science Education and Technology</i> , 2019, 28, 299-309.	2.4	2
15	Why Immersive, Interactive Simulation Belongs in the Pedagogical Toolkit of "Next Generation" Science. , 0, , 1578-1597.		0