M Shane Tutwiler

List of Publications by Year
in descending order

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