

Patrick Buckley

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1360425/publications.pdf>

Version: 2024-02-01

18
papers

776
citations

1040056

9
h-index

940533

16
g-index

18
all docs

18
docs citations

18
times ranked

698
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 1 | Gamification and student motivation. <i>Interactive Learning Environments</i> , 2016, 24, 1162-1175. | 6.4 | 391 |
| 2 | Individualising gamification: An investigation of the impact of learning styles and personality traits on the efficacy of gamification using a prediction market. <i>Computers and Education</i> , 2017, 106, 43-55. | 8.3 | 181 |
| 3 | The impact of extra-curricular activity on the student experience. <i>Active Learning in Higher Education</i> , 2021, 22, 37-48. | 5.4 | 54 |
| 4 | An Empirical Study of Gamification Frameworks. <i>Journal of Organizational and End User Computing</i> , 2019, 31, 22-38. | 2.9 | 20 |
| 5 | Embracing qualitative research: a visual model for nuanced research ethics oversight. <i>Qualitative Research</i> , 2017, 17, 95-117. | 3.5 | 19 |
| 6 | Assessment co-creation: an exploratory analysis of opportunities and challenges based on student and instructor perspectives. <i>Teaching in Higher Education</i> , 2019, 24, 739-754. | 2.6 | 18 |
| 7 | The impact of content co-creation on academic achievement. <i>Assessment and Evaluation in Higher Education</i> , 2021, 46, 494-507. | 5.6 | 18 |
| 8 | A case study on using prediction markets as a rich environment for active learning. <i>Computers and Education</i> , 2011, 56, 418-428. | 8.3 | 17 |
| 9 | Teaching the Concept of Risk: Blended Learning Using a Custom-Built Prediction Market. <i>Journal of Teaching in International Business</i> , 2010, 21, 346-357. | 0.5 | 10 |
| 10 | Implementing control mutuality using prediction markets: a new mechanism for risk communication. <i>Journal of Risk Research</i> , 2010, 13, 951-960. | 2.6 | 9 |
| 11 | The effect of malicious manipulations on prediction market accuracy. <i>Information Systems Frontiers</i> , 2017, 19, 611-623. | 6.4 | 8 |
| 12 | The impact of co-creation: an analysis of the effectiveness of student authored multiple choice questions on achievement of learning outcomes. <i>Interactive Learning Environments</i> , 2022, 30, 1726-1735. | 6.4 | 7 |
| 13 | Using Technology to Encourage Critical Thinking and Optimal Decision Making in Risk Management Education. <i>Risk Management and Insurance Review</i> , 2011, 14, 299-309. | 0.8 | 6 |
| 14 | Research ethics in teaching and learning. <i>Innovations in Education and Teaching International</i> , 2014, 51, 153-163. | 2.5 | 6 |
| 15 | Harnessing the wisdom of crowds: Decision spaces for prediction markets. <i>Business Horizons</i> , 2016, 59, 85-94. | 5.2 | 6 |
| 16 | Using web-based collaborative forecasting to enhance information literacy and disciplinary knowledge. <i>Interactive Learning Environments</i> , 2016, 24, 1574-1589. | 6.4 | 5 |
| 17 | Managing prediction markets. , 2009, , . | | 1 |
| 18 | Using Prediction Markets to Deliver Authentic Learning Experiences. , 2012, , 42-57. | | 0 |