Patrick Buckley

List of Publications by Year
in descending order

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