# Geertje Bekebrede

List of Publications by Year
in descending order

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|---|---|---|---|
| 19 papers | 529 citations | 840728 11 h-index | 940516 16 g-index |
| 20 all docs | 20 docs citations | 20 times ranked | 516 citing authors |

| # | Article | IF | Citations |
|---|---------|-----|-----------|
| 1 | The research and evaluation of serious games: Toward a comprehensive methodology. British Journal of Educational Technology, 2014, 45, 502-527. | 6.3 | 180 |
| 2 | Reviewing the need for gaming in education to accommodate the net generation. Computers and Education, 2011, 57, 1521-1529. | 8.3 | 66 |
| 3 | A Scientific Foundation of Simulation Games for the Analysis and Design of Complex Systems. Simulation and Gaming, 2018, 49, 279-314. | 1.9 | 52 |
| 4 | Learning in a game-based virtual environment: a comparative evaluation in higher education. European Journal of Engineering Education, 2013, 38, 85-106. | 2.3 | 38 |
| 5 | Build your seaport in a game and learn about complex systems. Journal of Design Research, 2006, 5, 273. | 0.1 | 37 |
| 6 | Learning in Single-Versus Multiplayer Games: The More the Merrier?. Simulation and Gaming, 2011, 42, 43-63. | 1.9 | 27 |
| 7 | Understanding Complex Adaptive Systems by Playing Games. Informatics in Education, 2010, 9, 1-18. | 2.2 | 23 |
| 8 | Understanding Complex Systems Through Mental Models and Shared Experiences. Simulation and Gaming, 2015, 46, 536-562. | 1.9 | 22 |
| 9 | Critical infrastructures: a review from a complex adaptive systems perspective. International Journal of Critical Infrastructures, 2010, 6, 380. | 0.2 | 21 |
| 10 | Understanding Complexity. Simulation and Gaming, 2015, 46, 447-454. | 1.9 | 13 |
| 11 | Towards a Joint Local Energy Transition Process in Urban Districts: The GO2Zero Simulation Game. Sustainability, 2018, 10, 2602. | 3.2 | 13 |
| 12 | How to use a systems diagram to analyse and structure complex problems for policy issue papers. Journal of the Operational Research Society, 2011, 62, 1391-1402. | 3.4 | 11 |
| 13 | A Brief Methodology for Researching and Evaluating Serious Games and Game-Based Learning. Advances in Game-based Learning Book Series, 0, , 357-393. | 0.2 | 10 |
| 14 | The role of Situation Awareness in Synchromodal Corridor Management: A simulation gaming perspective. Transportation Research Procedia, 2017, 27, 197-204. | 1.5 | 7 |
| 15 | Understanding complex infrastructure systems: the case of SimPort-MV2. , 2009, , . | | 4 |
| 16 | Veerkracht 2.0. Lecture Notes in Computer Science, 2014, , 44-51. | 1.3 | 2 |
| 17 | Design Considerations for Building a Scalable Digital Version of a Multi-player Educational Board Game for a MOOC in Logistics and Transportation. Lecture Notes in Computer Science, 2016, , 167-176. | 1.3 | 2 |
| 18 | Sustainable Competence Development of Business Students: Effectiveness of Using Serious Games. Lecture Notes in Computer Science, 2016, , 3-14. | 1.3 | 1 |

| # | Article | IF | Citations |
|---|---------|-----|-----------|
| 19 | Urban Gaming: Learning About the Energy Transition at the Local Level with Go2Zero. Palgrave Studies in Sub-national Governance, 2020, , 307-329. | 0.3 | 0 |