

Geertje Bekebrede

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1381929/publications.pdf>

Version: 2024-02-01

19
papers

529
citations

840776

11
h-index

940533

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