

Antonio Calvo-Morata

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1773762/publications.pdf>

Version: 2024-02-01

12
papers

262
citations

1478505

6
h-index

1372567

10
g-index

12
all docs

12
docs citations

12
times ranked

179
citing authors

#	ARTICLE	IF	CITATIONS
1	Applications of data science to game learning analytics data: A systematic literature review. Computers and Education, 2019, 141, 103612.	8.3	75
2	Serious games to prevent and detect bullying and cyberbullying: A systematic serious games and literature review. Computers and Education, 2020, 157, 103958.	8.3	57
3	Lessons learned applying learning analytics to assess serious games. Computers in Human Behavior, 2019, 99, 301-309.	8.5	45
4	Validation of a Cyberbullying Serious Game Using Game Analytics. IEEE Transactions on Learning Technologies, 2020, 13, 186-197.	3.2	32
5	Creating awareness on bullying and cyberbullying among young people: Validating the effectiveness and design of the serious game Conectado. Telematics and Informatics, 2021, 60, 101568.	5.8	14
6	Applicability of a Cyberbullying Videogame as a Teacher Tool: Comparing Teachers and Educational Sciences Students. IEEE Access, 2019, 7, 55841-55850.	4.2	13
7	Simva: Simplifying the Scientific Validation of Serious Games. , 2019, , .		9
8	Game Learning Analytics, Facilitating the Use of Serious Games in the Class. Revista Iberoamericana De Tecnologías Del Aprendizaje, 2019, 14, 168-176.	0.9	6
9	Making Understandable Game Learning Analytics for Teachers. Lecture Notes in Computer Science, 2018, , 112-121.	1.3	5
10	Evidence-based evaluation of a serious game to increase bullying awareness. Interactive Learning Environments, 2023, 31, 644-654.	6.4	5
11	Applications of Simva to Simplify Serious Games Validation and Deployment. Revista Iberoamericana De Tecnologías Del Aprendizaje, 2020, 15, 161-170.	0.9	1
12	Simplifying the Validation and Application of Games with Simva. Lecture Notes in Computer Science, 2020, , 337-346.	1.3	0