

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