Shamila Janakiraman

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/1796932/publications.pdf

Version: 2024-02-01

13	123	7	11
papers	citations	h-index	g-index
13	13	13	96
all docs	docs citations	times ranked	citing authors

#	Article	IF	CITATIONS
1	Using Game-based Learning to Facilitate Attitude Change for Environmental Sustainability. Journal of Education for Sustainable Development, 2018, 12, 176-185.	1.0	29
2	Effectiveness of digital games in producing environmentally friendly attitudes and behaviors: A mixed methods study. Computers and Education, 2021, 160, 104043.	8.3	25
3	Cognitive load and online course quality: Insights from instructional designers in a higher education context. British Journal of Educational Technology, 2021, 52, 584-605.	6.3	14
4	Asynchronous Online Discussions During Case-Based Learning: A Problem-Solving Process. Online Learning Journal, 2020, 24, .	1.8	10
5	Instructional quality of massive open online courses: a review of attitudinal change MOOCs. International Journal of Learning Technology, 2017, 12, 219.	0.2	9
6	Creating environmentally conscious engineering professionals through attitudinal instruction: A mixed methods study. Journal of Cleaner Production, 2021, 291, 125957.	9.3	9
7	Exploring the Effectiveness of Digital Games in Producing pro-Environmental Behaviors when Played Collaboratively and Individually: A Mixed Methods Study in India. TechTrends, 2021, 65, 331-347.	2.3	7
8	Examining students' use of online case-based discussions to support problem solving: Considering individual and collaborative experiences. Computers and Education, 2022, 179, 104407.	8.3	7
9	Exploring the Influence of Digital Games on Environmental Attitudes and Behaviours Based on the New Ecological Paradigm Scale: A Mixed-Methods Study in India. Journal of Education for Sustainable Development, 0, , 097340822199784.	1.0	5
10	Attitudinal Learning in Large-Enrollment Classrooms: a Case Study. TechTrends, 2020, 64, 158-171.	2.3	4
11	Using Digital Games in Virtual Classrooms to Make Attitudinal Learning Motivating and Engaging. Advances in Mobile and Distance Learning Book Series, 2021, , 236-258.	0.5	2
12	Examining International Students' Attitudinal Learning in a Higher Education Course on Cultural and Language Learning. Journal of International Students, 2020, 10, 664-687.	0.8	2
13	Attitudinal learning and its relation to gender, age, ethnicity, enrolment purpose, and most impactful learning activity in a science of happiness MOOC. International Journal of Learning Technology, 2018, 13, 306.	0.2	O