

Shamila Janakiraman

List of Publications by Year in descending order

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

Version: 2024-02-01

13
papers

123
citations

1307594

7
h-index

1281871

11
g-index

13
all docs

13
docs citations

13
times ranked

96
citing authors

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