

Florian BrÃ¼hlmann

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1890374/publications.pdf>

Version: 2024-02-01

21
papers

1,135
citations

1305906

8
h-index

1255698

13
g-index

22
all docs

22
docs citations

22
times ranked

1331
citing authors

#	ARTICLE	IF	CITATIONS
1	WhatsApp for mobile learning. Effects on knowledge, resilience and isolation in the school-to-work transition. <i>Internet and Higher Education</i> , 2021, 50, 100809.	4.2	6
2	Measuring Players' Experience of Need Satisfaction in Digital Games: An Analysis of the Factor Structure of the UPEQ. , 2021, , .		0
3	Transparency in Measurement Reporting. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2021, 5, 1-21.	2.5	6
4	Motivational Profiling of League of Legends Players. <i>Frontiers in Psychology</i> , 2020, 11, 1307.	1.1	14
5	Many Labs 5: Registered Replication of Vohs and Schooler (2008), Experiment 1. <i>Advances in Methods and Practices in Psychological Science</i> , 2020, 3, 429-438.	5.4	10
6	Many Labs 5: Testing Pre-Data-Collection Peer Review as an Intervention to Increase Replicability. <i>Advances in Methods and Practices in Psychological Science</i> , 2020, 3, 309-331.	5.4	42
7	The quality of data collected online: An investigation of careless responding in a crowdsourced sample. <i>Methods in Psychology</i> , 2020, 2, 100022.	1.2	50
8	My Train Talks to Me: Participatory Design of a Mobile App for Travellers with Visual Impairments. <i>Lecture Notes in Computer Science</i> , 2020, , 10-18.	1.0	2
9	How Web Professionals Perceive Web Accessibility in Practice: Active Roles, Process Phases and Key Disabilities. <i>Lecture Notes in Computer Science</i> , 2020, , 294-302.	1.0	2
10	Facilitating professional mobile learning communities with instant messaging. <i>Computers and Education</i> , 2019, 128, 102-112.	5.1	48
11	Salient beliefs influencing the intention to consider Web Accessibility. <i>Computers in Human Behavior</i> , 2019, 92, 352-360.	5.1	22
12	Instant messaging and nursing students' clinical learning experience. <i>Nurse Education Today</i> , 2018, 64, 119-124.	1.4	41
13	Systematic Review and Validation of the Game Experience Questionnaire (GEQ) - Implications for Citation and Reporting Practice. , 2018, , .		68
14	Measuring the "Why" of Interaction. , 2018, , .		10
15	Surveys in Games User Research. , 2018, , .		7
16	Towards understanding the effects of individual gamification elements on intrinsic motivation and performance. <i>Computers in Human Behavior</i> , 2017, 71, 525-534.	5.1	503
17	A Good Reason to Die. , 2017, , .		23
18	Measuring user rated language quality: Development and validation of the user interface Language Quality Survey (LQS). <i>International Journal of Human Computer Studies</i> , 2016, 86, 1-10.	3.7	4

#	ARTICLE	IF	CITATIONS
19	How to Measure the Game Experience?. , 2015, , .		16
20	Disassembling gamification. , 2013, , .		78
21	Do points, levels and leaderboards harm intrinsic motivation?. , 2013, , .		181