

Thomas Bjrner

List of Publications by Year in Descending Order

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

27
papers

149
citations

7
h-index

11
g-index

32
ext. papers

224
ext. citations

2
avg, IF

4.02
L-index

#	Paper	IF	Citations
27	Can a Serious Game Be Designed to Increase Engagement in a Mandatory Postmodern Novella at Danish Gymnasiums?. <i>Lecture Notes in Computer Science</i> , 2021 , 57-67	0.9	
26	Design and Evaluation of a Serious Game to Supplement Pupils' Understanding of Molecular Structures in Chemistry. <i>Lecture Notes in Computer Science</i> , 2021 , 263-275	0.9	
25	The advantages of and barriers to being smart in a smart city: The perceptions of project managers within a smart city cluster project in Greater Copenhagen. <i>Cities</i> , 2021 , 114, 103187	5.6	12
24	How can a serious game be designed to provide engagement with and awareness of the plastic crisis as part of UN's SDGs 2021 ,		3
23	Increasing Reading Engagement for Danish Gymnasium Students: The Hosier and His Daughter as a Serious Game. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2021 , 187-197	0.2	
22	How to design and evaluate a serious game aiming at awareness of therapy skills associated with social anxiety disorder 2020 ,		1
21	How to Engage Young Adults in Reading H. C. Andersen's Fairy Tale the Little Mermaid, Through a Serious Game. <i>Lecture Notes in Computer Science</i> , 2020 , 294-303	0.9	1
20	How to Design Potential Solutions for a Cross-country Platform that Leverages Students' Diversity: A User-Centered Design Approach and Its Challenges. <i>Lecture Notes in Computer Science</i> , 2020 , 415-426	0.9	0
19	Creating user stereotypes for persona development from qualitative data through semi-automatic subspace clustering. <i>User Modeling and User-Adapted Interaction</i> , 2020 , 30, 81-125	3.9	4
18	Older adults eating together in a virtual living room: opportunities and limitations of eating in augmented virtuality 2019 ,		5
17	How to Design and Measure a Serious Game Aiming at Emotional Engagement of Social Anxiety. <i>Lecture Notes in Computer Science</i> , 2019 , 417-427	0.9	
16	Driving pleasure and perceptions of the transition from no automation to full self-driving automation. <i>Applied Mobilities</i> , 2019 , 4, 257-272	1	7
15	Where would you like to eat? A formative evaluation of mixed-reality solitary meals in virtual environments for older adults with mobility impairments who live alone. <i>Food Research International</i> , 2019 , 117, 30-39	7	13
14	A Systematic Review of Behavioural Interventions Promoting Healthy Eating among Older People. <i>Nutrients</i> , 2018 , 10,	6.7	25
13	A contextual identification of home-living older adults' positive mealtime practices: A honeycomb model as a framework for joyful aging and the importance of social factors. <i>Appetite</i> , 2018 , 129, 125-134	4.5	9
12	How to Increase Boys' Engagement in Reading Mandatory Poems in the Gymnasium: Homer's The Odyssey's Transmedia Storytelling with the Cyclopeia Narrative as a Computer Game. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2018 , 216-225	0.2	2
11	How to evaluate emotional experiences in television drama series 2018 ,		1

10	How to evaluate emotional experiences in television drama series: improving viewer evaluations using a combination of psychophysiological measurements and self-reports** As selected by ECCE 2018 within the 5 best papers for publication in BIT.View all notes. <i>Behaviour and Information Technology</i> , 2018 , 37, 884-893	2.4	5
9	Immersive eating: evaluating the use of head-mounted displays for mixed reality meal sessions 2017 ,		7
8	Designing an Engaging and Informative Application About First Aid: Gamification and Humor as Design Elements in a Serious Game. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2017 , 78-87	0.2	1
7	Time Use on Trains: Media Use/Non-use and Complex Shifts in Activities. <i>Mobilities</i> , 2016 , 11, 681-702	1.5	12
6	How to Describe and Measure Obstacles of Narrative Immersion in a Film?. <i>Nordicom Review</i> , 2016 , 37, 1-17	1.3	2
5	How academic teachers perceive and facilitate creativity. <i>European Journal of Engineering Education</i> , 2013 , 38, 556-566	1.5	2
4	Bure, I Would Like to Continue A Method for Mapping the Experience of Engagement in Video Games. <i>Bulletin of Science, Technology and Society</i> , 2012 , 32, 405-412	0.2	25
3	Designing an Educational Game: Design Principles from a Holistic Perspective. <i>International Journal of Learning</i> , 2011 , 17, 279-290	0	2
2	An Engaging Serious Game Aiming at Awareness of Therapy Skills Associated with Social Anxiety Disorder. <i>Mobile Networks and Applications</i> ,1	2.9	2
1	An experiment of double dynamic lighting in an office responding to sky and daylight: Perceived effects on comfort, atmosphere and work engagement. <i>Indoor and Built Environment</i> ,1420326X2199119 ^{1.8}	1.8	5