Per Backlund

List of Publications by Year
in descending order

Source: https://exaly.com/author-pdf/2054024/publications.pdf

Version: 2024-02-01

12 papers	128 citations	1478505 6 h-index	1474206 9 g-index
12 all docs	12 docs citations	12 times ranked	141 citing authors

#	Article	IF	Citations
1	Games for traffic education: An experimental study of a game-based driving simulator. Simulation and Gaming, 2010, 41, 145-169.	1.9	36
2	Changes in heart rate and facial actions during a gaming session with provoked boredom and stress. Entertainment Computing, 2018, 24, 10-20.	2.9	17
3	Game-Calibrated and User-Tailored Remote Detection of Stress and Boredom in Games. Sensors, 2019, 19, 2877.	3.8	15
4	Automated Analysis of Facial Cues from Videos as a Potential Method for Differentiating Stress and Boredom of Players in Games. International Journal of Computer Games Technology, 2018, 2018, 1-14.	2.5	14
5	Comparing Expert Driving Behavior in Real World and Simulator Contexts. International Journal of Computer Games Technology, 2013, 2013, 1-14.	2.5	13
6	Fidelity in Simulation-Based Serious Games. IEEE Transactions on Learning Technologies, 2020, 13, 340-353.	3.2	11
7	Variations of Facial Actions While Playing Games with Inducing Boredom and Stress. , 2016, , .		6
8	Business Intelligence Challenges for Independent Game Publishing. International Journal of Computer Games Technology, 2020, 2020, 1-8.	2.5	6
9	Flow Experience Detection and Analysis for Game Users by Wearable-Devices-Based Physiological Responses Capture. IEEE Internet of Things Journal, 2021, 8, 1373-1387.	8.7	6
10	Data-driven Method for Mobile Game Publishing Marketing Promotion. , 2021, , .		2
11	Accuracy Evaluation of Remote Photoplethysmography Estimations of Heart Rate in Gaming Sessions with Natural Behavior. Lecture Notes in Computer Science, 2018, , 508-530.	1.3	1
12	Data-driven method for mobile game publishing revenue forecast. Service Oriented Computing and Applications, 2022, 16, 67-76.	1.6	1