

Ioanna Iacovides

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2238668/publications.pdf>

Version: 2024-02-01

41
papers

866
citations

840119

11
h-index

794141

19
g-index

43
all docs

43
docs citations

43
times ranked

706
citing authors

#	ARTICLE	IF	CITATIONS
1	Design Frictions for Mindful Interactions. , 2016, , .		88
2	Errors and discrepancies in the administration of intravenous infusions: a mixed methods multihospital observational study. <i>BMJ Quality and Safety</i> , 2018, 27, 892-901.	1.8	59
3	Digital Games, Gender and Learning in Engineering: Do Females Benefit as Much as Males?. <i>Journal of Science Education and Technology</i> , 2011, 20, 178-185.	2.4	51
4	Do games attract or sustain engagement in citizen science?. , 2013, , .		49
5	Removing the HUD. , 2015, , .		47
6	Motivation, Engagement and Learning through Digital Games. <i>International Journal of Virtual and Personal Learning Environments</i> , 2011, 2, 1-16.	0.4	44
7	"A Game that Makes You Question..." , 2018, , .		44
8	How LGBT+ Young People Use the Internet in Relation to Their Mental Health and Envisage the Use of e-Therapy: Exploratory Study. <i>JMIR Serious Games</i> , 2018, 6, e11249.	1.7	42
9	The Role of Gaming During Difficult Life Experiences. , 2019, , .		38
10	Moving Beyond Fun. , 2015, , .		35
11	Game-Play Breakdowns and Breakthroughs: Exploring the Relationship Between Action, Understanding, and Involvement. <i>Human-Computer Interaction</i> , 2015, 30, 202-231.	3.1	32
12	Exploring the Current Landscape of Intravenous Infusion Practices and Errors (ECLIPSE): protocol for a mixed-methods observational study. <i>BMJ Open</i> , 2016, 6, e009777.	0.8	27
13	"Horror, guilt and shame" -- Uncomfortable Experiences in Digital Games. , 2019, , .		26
14	Player strategies. , 2014, , .		24
15	The Gaming Involvement and Informal Learning Framework. <i>Simulation and Gaming</i> , 2014, 45, 611-626.	1.2	21
16	Infusion device standardisation and dose error reduction software. <i>British Journal of Nursing</i> , 2014, 23, S16-S24.	0.3	20
17	Squeezy Green Balls. , 2016, , .		20
18	Gaming and the limits of digital embodiment. <i>Philosophy and Technology</i> , 2014, 27, 221-233.	2.6	19

#	ARTICLE	IF	CITATIONS
19	Designing for Emotional Complexity in Games. , 2016, , .		19
20	"One of the baddies all along". , 2019, , .		17
21	Operationalizing resilient healthcare concepts through a serious video game for clinicians. Applied Ergonomics, 2020, 87, 103112.	1.7	17
22	Investigating the relationships between informal learning and player involvement in digital games. Learning, Media and Technology, 2012, 37, 321-327.	2.1	14
23	Exploring the link between player involvement and learning within digital games. , 0, , .		14
24	The False Dichotomy between Positive and Negative Affect in Game Play. , 2015, , .		12
25	Learning the game. , 2014, , .		11
26	Expressivity of creativity and creative design considerations in digital games. Computers in Human Behavior, 2020, 105, 106206.	5.1	11
27	Understanding Engagement within the Context of a Safety Critical Game. , 2017, , .		7
28	A Mixed Method Approach for Evaluating and Improving the Design of Learning in Puzzle Games. , 2017, , .		7
29	Supporting learning within the workplace. , 2013, , .		6
30	Co-created evaluation: Identifying how games support police learning. International Journal of Human Computer Studies, 2019, 132, 34-44.	3.7	6
31	Racing Academy. , 2013, , 509-523.		6
32	Patient and public involvement in patient safety research: a workshop to review patient information, minimise psychological risk and inform research. Research Involvement and Engagement, 2016, 2, 19.	1.1	5
33	Player conceptualizations of creativity in digital entertainment games. Convergence, 2020, 26, 1226-1247.	1.6	5
34	Using Reflexive Photography to Investigate Design Affordances for Creativity in Digital Entertainment Games. International Journal of Human-Computer Interaction, 2021, 37, 867-883.	3.3	5
35	Do People Use Games to Compensate for Psychological Needs During Crises? A Mixed-Methods Study of Gaming During COVID-19 Lockdowns. , 2022, , .		5
36	How external and internal resources influence user action: the case of infusion devices. Cognition, Technology and Work, 2016, 18, 793-805.	1.7	4

#	ARTICLE	IF	CITATIONS
37	Supporting engagement in research through a game design competition. Research for All, 0, 3, .	0.1	4
38	MOODs. , 2014, , .		2
39	Making sense of game-play: How can we examine learning and involvement?. Transactions of the Digital Games Research Association, 2013, 1, .	0.6	2
40	Infusion device standardisation and dose error reduction software. British Journal of Health Care Management, 2015, 21, 68-76.	0.1	1
41	A Special Interest Group on Designed and Engineered Friction in Interaction. , 2021, , .		0