Ioanna Iacovides

List of Publications by Year
in descending order

41	866	840119 11	794141 19
papers	citations	h-index	g-index

43	43	43	706
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Do People Use Games to Compensate for Psychological Needs During Crises? A Mixed-Methods Study of Gaming During COVID-19 Lockdowns. , 2022, , .		5
2	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
3	A Special Interest Group on Designed and Engineered Friction in Interaction. , 2021, , .		0
4	Player conceptualizations of creativity in digital entertainment games. Convergence, 2020, 26, 1226-1247.	1.6	5
5	Expressivity of creativity and creative design considerations in digital games. Computers in Human Behavior, 2020, 105, 106206.	5.1	11
6	Operationalizing resilient healthcare concepts through a serious video game for clinicians. Applied Ergonomics, 2020, 87, 103112.	1.7	17
7	The Role of Gaming During Difficult Life Experiences. , 2019, , .		38
8	Co-created evaluation: Identifying how games support police learning. International Journal of Human Computer Studies, 2019, 132, 34-44.	3.7	6
9	"One of the baddies all along". , 2019, , .		17
10	"Horror, guilt and shame" -- Uncomfortable Experiences in Digital Games. , 2019, , .		26
11	Errors and discrepancies in the administration of intravenous infusions: a mixed methods multihospital observational study. BMJ Quality and Safety, 2018, 27, 892-901.	1.8	59
12	"A Game that Makes You Question...". , 2018, , .		44
13	How LGBT+ Young People Use the Internet in Relation to Their Mental Health and Envisage the Use of e-Therapy: Exploratory Study. JMIR Serious Games, 2018, 6, e11249.	1.7	42
14	Understanding Engagement within the Context of a Safety Critical Game. , 2017, , .		7
15	A Mixed Method Approach for Evaluating and Improving the Design of Learning in Puzzle Games. , 2017, , .		7
16	How external and internal resources influence user action: the case of infusion devices. Cognition, Technology and Work, 2016, 18, 793-805.	1.7	4
17	Exploring the Current Landscape of Intravenous Infusion Practices and Errors (ECLIPSE): protocol for a mixed-methods observational study. BMJ Open, 2016, 6, e009777.	0.8	27
18	Designing for Emotional Complexity in Games. , 2016, , .		19

#	Article	IF	Citations
19	Design Frictions for Mindful Interactions. , 2016, , .		88
20	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
21	Squeezy Green Balls. , 2016, , .		20
22	The False Dichotomy between Positive and Negative Affect in Game Play. , 2015, , .		12
23	Infusion device standardisation and dose error reduction software. British Journal of Health Care Management, 2015, 21, 68-76.	0.1	1
24	Removing the HUD. , 2015, , .		47
25	Game-Play Breakdowns and Breakthroughs: Exploring the Relationship Between Action, Understanding, and Involvement. Human-Computer Interaction, 2015, 30, 202-231.	3.1	32
26	Moving Beyond Fun. , 2015, , .		35
27	Player strategies. , 2014, , .		24
28	Infusion device standardisation and dose error reduction software. British Journal of Nursing, 2014, 23, S16-S24.	0.3	20
29	Learning the game. , 2014, , .		11
30	MOODs. , 2014, , .		2
31	The Gaming Involvement and Informal Learning Framework. Simulation and Gaming, 2014, 45, 611-626.	1.2	21
32	Gaming and the limits of digital embodiment. Philosophy and Technology, 2014, 27, 221-233.	2.6	19
33	Do games attract or sustain engagement in citizen science?. , 2013, , .		49
34	Supporting learning within the workplace. , 2013, , .		6
35	Making sense of game-play: How can we examine learning and involvement?. Transactions of the Digital Games Research Association, 2013, 1, .	0.6	2
36	Racing Academy. , 2013, , 509-523.		6

#	Article	IF	Citations
37	Investigating the relationships between informal learning and player involvement in digital games. Learning, Media and Technology, 2012, 37, 321-327.	2.1	14
38	Motivation, Engagement and Learning through Digital Games. International Journal of Virtual and Personal Learning Environments, 2011, 2, 1-16.	0.4	44
39	Digital Games, Gender and Learning in Engineering: Do Females Benefit as Much as Males?. Journal of Science Education and Technology, 2011, 20, 178-185.	2.4	51
40	Supporting engagement in research through a game design competition. Research for All, 0, 3, .	0.1	4
41	Exploring the link between player involvement and learning within digital games. , 0, , .		14