

# Teresa M Ober

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2250197/publications.pdf>

Version: 2024-02-01

17  
papers

225  
citations

1307594

7  
h-index

1199594

12  
g-index

27  
all docs

27  
docs citations

27  
times ranked

194  
citing authors

#	ARTICLE	IF	CITATIONS
1	Improving high school students' executive functions through digital game play. Computers and Education, 2018, 117, 50-58.	8.3	60
2	Emotional design for digital games for learning: The effect of expression, color, shape, and dimensionality on the affective quality of game characters. Learning and Instruction, 2020, 70, 101194.	3.2	49
3	Activating adolescents' executive functions in a digital game to train cognitive skills: The effects of age and prior abilities. Cognitive Development, 2019, 49, 20-32.	1.3	22
4	Linking self-report and process data to performance as measured by different assessment types. Computers and Education, 2021, 167, 104188.	8.3	19
5	Executive Functions and Decoding in Children and Adolescents: a Meta-analytic Investigation. Educational Psychology Review, 2020, 32, 735-763.	8.4	18
6	Distinguishing Direct and Indirect Effects of Executive Functions on Reading Comprehension in Adolescents. Reading Psychology, 2019, 40, 551-581.	1.4	12
7	Speed Versus Accuracy: Implications of Adolescents' Neurocognitive Developments in a Digital Game to Train Executive Functions. Mind, Brain, and Education, 2019, 13, 41-52.	1.9	10
8	Examining the factor structure of the Big Five Inventory-2 personality domains with an adolescent sample.. Psychological Assessment, 2021, 33, 14-28.	1.5	5
9	Effect of teacher support on students' math attitudes: Measurement invariance and moderation of students' background characteristics. Contemporary Educational Psychology, 2021, 66, 101988.	2.9	5
10	Children and Adolescents' Development of Executive Functions in Digital Contexts. , 2018, , .		4
11	College instructors' and students' views of the use (and misuse) of personal mobile devices.. Scholarship of Teaching and Learning in Psychology, 2023, 9, 14-37.	1.4	4
12	Digital Games as Tools for Embedded Assessment. , 0, , 357-375.		3
13	How did introductory psychology students experience the transition to remote online instruction amid the COVID-19 outbreak in New York City?. Scholarship of Teaching and Learning in Psychology, 0, , .	1.4	3
14	A mixed-methods analysis of mechanisms to support college enrollment among low-income high school students.. Translational Issues in Psychological Science, 2020, 6, 118-131.	1.0	3
15	Are high school students accurate in predicting their AP exam scores?: Examining inaccuracy and overconfidence of students' predictions. Assessment in Education, 2022, 29, 27-50.	1.2	3
16	Remote online learning outcomes in introductory psychology during the COVID-19 pandemic.. Scholarship of Teaching and Learning in Psychology, 0, , .	1.4	2
17	Detecting patterns of engagement in a digital cognitive skills training game. Computers and Education, 2021, 165, 104144.	8.3	0