Heinrich Söbke

List of Publications by Year
in descending order

39 papers	190 citations	1306789 7 h-index	1199166 12 g-index
50 all docs	50 docs citations	50 times ranked	114 citing authors

#	ARTICLE	IF	CITATIONS
1	Prime Example Ingress Reframing the Pervasive Game Design Framework (PGDF). International Journal of Serious Games, 2017, 4, .	0.8	27
2	SimCity in Infrastructure Management Education. Education Sciences, 2019, 9, 209.	1.4	21
3	Simulation and visualization of material flows in sanitation systems for streamlined sustainability assessment. Water Science and Technology, 2019, 79, 1966-1976.	1.2	13
4	Mixed Reality Media-Enabled Public Participation in Urban Planning. Progress in IS, 2020, , 125-138.	0.5	13
5	A Case Study of Deep Gamification in Higher Engineering Education. Lecture Notes in Computer Science, 2019, , 375-386.	1.0	11
6	Current Competencies of Game Facilitators and Their Potential Optimization in Higher Education: Multimethod Study. JMIR Serious Games, 2021, 9, e25481.	1.7	11
7	Serious Games Architectures and Engines. Lecture Notes in Computer Science, 2016, , 148-173.	1.0	8
8	An IFC schema extension for BIM-based description of wastewater treatment plants. Automation in Construction, 2021, 129, 103777.	4.8	8
9	Two Decades of Traffic System Education Using the Simulation Game MOBILITY. Lecture Notes in Computer Science, 2018, , 43-53.	1.0	6
10	Space for Seriousness?. Lecture Notes in Computer Science, 2015, , 482-489.	1.0	5
11	Augmented Reality als Lernmedium: Potenziale und Implikationen. Aw&I Conference, 0, 3, .	0.0	5
12	Designing Augmented Reality Applications as Learning Activity. Springer Series on Cultural Computing, 2020, , 23-43.	0.4	5
13	360°-Based Virtual Field Trips to Waterworks in Higher Education. Computers, 2021, 10, 118.	2.1	4
14	Using Multiplayer Online Games for Teaching Soft Skills in Higher Education. Lecture Notes in Computer Science, 2021, , 276-290.	1.0	4
15	Intrinsic Motivation in Serious Gaming A Case Study. Lecture Notes in Computer Science, 2020, , 362-371.	1.0	4
16	Learning, Reasoning and Modeling in Social Gaming. Lecture Notes in Computer Science, 2013, , 243-258.	1.0	3
17	Ethical Stewardship: Designing Serious Games Seriously. Lecture Notes in Computer Science, 2016, , 42-62.	1.0	3
18	Long-Term Engagement in Mobile Location-Based Augmented Reality Games. , 2019, , 129-147.		3

#	ARTICLE	IF	CITATIONS
19	Design Principles for Educational Mixed Reality?. Advances in Educational Technologies and Instructional Design Book Series, 2021, , 76-99.	0.2	3
20	Applying and Facilitating Serious Location-Based Games. Lecture Notes in Computer Science, 2020, , 104-109.	1.0	3
21	The Challenge to Nurture Challenge. Lecture Notes in Computer Science, 2016, , 15-23.	1.0	3
22	Cat King's Metamorphosis. Lecture Notes in Computer Science, 2014, , 12-22.	1.0	2
23	Educational Opportunities of a Social Network Game. Lecture Notes in Computer Science, 2015, , 63-76.	1.0	2
24	A browser-based advergame as communication catalyst: types of communication in video games. Comunicacao E Sociedade, 0, 27, 75-94.	0.0	2
25	Designing Serious Mobile Location-Based Games. Lecture Notes in Computer Science, 2019, , 479-484.	1.0	2
26	Exploring (Collaborative) Generation and Exploitation of Multiple Choice Questions: Likes as Quality Proxy Metric. Education Sciences, 2022, 12, 297.	1.4	2
27	Framing Algorithm-Driven Development of Sets of Objectives Using Elementary Interactions. Applied System Innovation, 2022, 5, 49.	2.7	2
28	Social Network Games. Lecture Notes in Computer Science, 2016, , 442-474.	1.0	1
29	Students' Choices. Lecture Notes in Computer Science, 2017, , 105-114.	1.0	1
30	Austrian Citizen Science Conference 2018. , 0, , .		1
31	Modeling and Simulation of Source Separation in Sanitation Systems for Reducing Emissions of Antimicrobial Resistances. Water (Switzerland), 2021, 13, 3342.	1.2	1
32	Um advergame para browser como catalisador da comunicação: tipos de comunicação em jogos de vídeo. Comunicacao E Sociedade, 0, 27, 53-74.	0.0	0
33	SOA Applied: Engineering Software as Processing Unit of a Serious Game. Lecture Notes in Computer Science, 2016, , 177-186.	1.0	0
34	Introduction to the GaLA Conf 2019 Special Issue. International Journal of Serious Games, 2019, 6, 3-4.	0.8	0
35	Towards Integration of Deep Gamification Into Formal Educational Settings. , 2019, , .		0
36	Elementare Interaktionen. Eine web-basierte Methode der multikriteriellen Entscheidungsunterstützung. , 2020, , 141-170.		0

#	Article	IF	Citations
37	Schnittstelle Motivation: Spielbasierte Medien fÃ¼r die Wasserwirtschaft. , 2017, 158, 69-75.		0
38	Virtualization of Digital Location-Based Experiences. Lecture Notes in Computer Science, 2021, , 467-474.	1.0	0
39	Educational Location-based Applications. , 2022, , 141-143.		0