

Heinrich Sjöbke

List of Publications by Year in descending order

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Version: 2024-02-01

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	Exploring (Collaborative) Generation and Exploitation of Multiple Choice Questions: Likes as Quality Proxy Metric. <i>Education Sciences</i> , 2022, 12, 297.	1.4	2
2	Framing Algorithm-Driven Development of Sets of Objectives Using Elementary Interactions. <i>Applied System Innovation</i> , 2022, 5, 49.	2.7	2
3	Educational Location-based Applications. , 2022, , 141-143.		0
4	Design Principles for Educational Mixed Reality?. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , 2021, , 76-99.	0.2	3
5	Current Competencies of Game Facilitators and Their Potential Optimization in Higher Education: Multimethod Study. <i>JMIR Serious Games</i> , 2021, 9, e25481.	1.7	11
6	360°-Based Virtual Field Trips to Waterworks in Higher Education. <i>Computers</i> , 2021, 10, 118.	2.1	4
7	An IFC schema extension for BIM-based description of wastewater treatment plants. <i>Automation in Construction</i> , 2021, 129, 103777.	4.8	8
8	Using Multiplayer Online Games for Teaching Soft Skills in Higher Education. <i>Lecture Notes in Computer Science</i> , 2021, , 276-290.	1.0	4
9	Modeling and Simulation of Source Separation in Sanitation Systems for Reducing Emissions of Antimicrobial Resistances. <i>Water (Switzerland)</i> , 2021, 13, 3342.	1.2	1
10	Virtualization of Digital Location-Based Experiences. <i>Lecture Notes in Computer Science</i> , 2021, , 467-474.	1.0	0
11	Mixed Reality Media-Enabled Public Participation in Urban Planning. <i>Progress in IS</i> , 2020, , 125-138.	0.5	13
12	Applying and Facilitating Serious Location-Based Games. <i>Lecture Notes in Computer Science</i> , 2020, , 104-109.	1.0	3
13	Elementare Interaktionen. Eine web-basierte Methode der multikriteriellen Entscheidungsunterstützung. , 2020, , 141-170.		0
14	Designing Augmented Reality Applications as Learning Activity. <i>Springer Series on Cultural Computing</i> , 2020, , 23-43.	0.4	5
15	Intrinsic Motivation in Serious Gaming A Case Study. <i>Lecture Notes in Computer Science</i> , 2020, , 362-371.	1.0	4
16	SimCity in Infrastructure Management Education. <i>Education Sciences</i> , 2019, 9, 209.	1.4	21
17	Simulation and visualization of material flows in sanitation systems for streamlined sustainability assessment. <i>Water Science and Technology</i> , 2019, 79, 1966-1976.	1.2	13
18	Long-Term Engagement in Mobile Location-Based Augmented Reality Games. , 2019, , 129-147.		3

#	ARTICLE	IF	CITATIONS
19	A Case Study of Deep Gamification in Higher Engineering Education. Lecture Notes in Computer Science, 2019, , 375-386.	1.0	11
20	Designing Serious Mobile Location-Based Games. Lecture Notes in Computer Science, 2019, , 479-484.	1.0	2
21	Introduction to the GaLA Conf 2019 Special Issue. International Journal of Serious Games, 2019, 6, 3-4.	0.8	0
22	Towards Integration of Deep Gamification Into Formal Educational Settings. , 2019, ,		0
23	Two Decades of Traffic System Education Using the Simulation Game MOBILITY. Lecture Notes in Computer Science, 2018, , 43-53.	1.0	6
24	Studentsâ€™ Choices. Lecture Notes in Computer Science, 2017, , 105-114.	1.0	1
25	Prime Example Ingress Reframing the Pervasive Game Design Framework (PGDF). International Journal of Serious Games, 2017, 4, .	0.8	27
26	Schnittstelle Motivation: Spielbasierte Medien für die Wasserwirtschaft. , 2017, 158, 69-75.		0
27	Serious Games Architectures and Engines. Lecture Notes in Computer Science, 2016, , 148-173.	1.0	8
28	Social Network Games. Lecture Notes in Computer Science, 2016, , 442-474.	1.0	1
29	Ethical Stewardship: Designing Serious Games Seriously. Lecture Notes in Computer Science, 2016, , 42-62.	1.0	3
30	The Challenge to Nurture Challenge. Lecture Notes in Computer Science, 2016, , 15-23.	1.0	3
31	SOA Applied: Engineering Software as Processing Unit of a Serious Game. Lecture Notes in Computer Science, 2016, , 177-186.	1.0	0
32	Educational Opportunities of a Social Network Game. Lecture Notes in Computer Science, 2015, , 63-76.	1.0	2
33	Space for Seriousness?. Lecture Notes in Computer Science, 2015, , 482-489.	1.0	5
34	Cat Kingâ€™s Metamorphosis. Lecture Notes in Computer Science, 2014, , 12-22.	1.0	2
35	Learning, Reasoning and Modeling in Social Gaming. Lecture Notes in Computer Science, 2013, , 243-258.	1.0	3
36	Augmented Reality als Lernmedium: Potenziale und Implikationen. Aw&I Conference, 0, 3, .	0.0	5

#	ARTICLE	IF	CITATIONS
37	A browser-based adverggame as communication catalyst: types of communication in video games. Comunicacao E Sociedade, 0, 27, 75-94.	0.0	2
38	Um adverggame para browser como catalisador da comunicaĂŁo: tipos de comunicaĂŁo em jogos de vĂdeo. Comunicacao E Sociedade, 0, 27, 53-74.	0.0	0
39	Austrian Citizen Science Conference 2018. , 0, , .		1