

Sungjin Park

List of Publications by Year in descending order

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citing authors

#	ARTICLE	IF	CITATIONS
1	Identifying World Types to Deliver Gameful Experiences for Sustainable Learning in the Metaverse. Sustainability, 2022, 14, 1361.	1.6	92
2	Is Sustainable Online Learning Possible with Gamification?â€”The Effect of Gamified Online Learning on Student Learning. Sustainability, 2021, 13, 4267.	1.6	41
3	Differences in Learning Motivation among Bartleâ€™s Player Types and Measures for the Delivery of Sustainable Gameful Experiences. Sustainability, 2021, 13, 9121.	1.6	29
4	Patterns Among 754 Gamification Cases: Content Analysis for Gamification Development. JMIR Serious Games, 2018, 6, e11336.	1.7	18
5	Leaderboard Design Principles to Enhance Learning and Motivation in a Gamified Educational Environment: Development Study. JMIR Serious Games, 2021, 9, e14746.	1.7	15
6	A Badge Design Framework for a Gamified Learning Environment: Cases Analysis and Literature Review for Badge Design. JMIR Serious Games, 2019, 7, e14342.	1.7	12
7	A Validation of Differences in Academical Achievement among Bartleâ€™s Player Types in Educational Gamification Environments. Journal of Korea Game Society, 2017, 17, 25-36.	0.1	8