

James Birt

List of Publications by Year in descending order

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31
papers

552
citations

1040056

9
h-index

940533

16
g-index

31
all docs

31
docs citations

31
times ranked

402
citing authors

#	ARTICLE	IF	CITATIONS
1	Mobile Mixed Reality for Experiential Learning and Simulation in Medical and Health Sciences Education. Information (Switzerland), 2018, 9, 31.	2.9	105
2	Virtual and Augmented Reality Enhancements to Medical and Science Student Physiology and Anatomy Test Performance: A Systematic Review and Meta-Analysis. Anatomical Sciences Education, 2021, 14, 368-376.	3.7	100
3	An enriched multimedia eBook application to facilitate learning of anatomy. Anatomical Sciences Education, 2014, 7, 19-27.	3.7	62
4	Improving paramedic distance education through mobile mixed reality simulation. Australasian Journal of Educational Technology, 2017, 33, .	3.5	52
5	Analysing construction student experiences of mobile mixed reality enhanced learning in virtual and augmented reality environments. Research in Learning Technology, 2020, 28, .	2.3	42
6	Pedagogy before Technology: A Design-Based Research Approach to Enhancing Skills Development in Paramedic Science Using Mixed Reality. Information (Switzerland), 2018, 9, 29.	2.9	28
7	Assessing mobile mixed reality affordances as a comparative visualisation pedagogy for design communication. Research in Learning Technology, 2018, 26, .	2.3	17
8	Predictive models for water sources with high susceptibility for bromine-containing disinfection by-product formation: implications for water treatment. Environmental Science and Pollution Research, 2015, 22, 1963-1978.	5.3	14
9	Technology Considerations in Health Professions and Clinical Education. , 2020, , 1-22.		14
10	eSports diplomacy: towards a sustainable "gold rush". Sport in Society, 2022, 25, 1419-1437.	1.2	13
11	Open-plan office noise is stressful: multimodal stress detection in a simulated work environment. Journal of Management and Organization, 2021, 27, 1021-1037.	3.0	12
12	Optimizing testing efficiency with error-prone path identification and genetic algorithms. , 2004, , .		11
13	Using Virtual Reality to Evaluate the Impact of Room Acoustics on Cognitive Performance and Well-Being. Frontiers in Virtual Reality, 2021, 2, .	3.7	10
14	Augmenting reality for augmented reality. Interactions, 2016, 24, 42-45.	1.0	9
15	Piloting mobile mixed reality simulation in paramedic distance education. , 2017, , .		9
16	A Meta-theoretic Approach to Theory Integration in Information Systems. , 2013, , .		8
17	Framework to Enhance Teaching and Learning in System Analysis and Unified Modelling Language. , 2018, , .		8
18	Piloting Multimodal Learning Analytics using Mobile Mixed Reality in Health Education. , 2019, , .		7

#	ARTICLE	IF	CITATIONS
19	Improving serious games by crowdsourcing feedback from the STEAM online gaming community. Internet and Higher Education, 2022, 55, 100874.	6.5	7
20	Theory Identity: A Machine-Learning Approach. , 2014, , .		5
21	Mixed Reality Multimodal Learning Analytics. , 2020, , 1-7.		4
22	Analysing micro-location beacon gamification. , 2018, , .		3
23	Towards Optimizing Place Experience Using Design Science Research and Augmented Reality Gamification. Communications in Computer and Information Science, 2019, , 77-92.	0.5	3
24	Identifying error proneness in path strata with genetic algorithms. , 2005, , .		2
25	Human-Centered Design Science Research Evaluation for Gamified Augmented Reality. Frontiers in Virtual Reality, 2021, 2, .	3.7	2
26	Optimizing Augmented Reality Outcomes in a Gamified Place Experience Application through Design Science Research. , 2019, , .		2
27	Piloting Experiential Learning through 360° Video and 3d Printing to Improve System Modelling. , 2019, , .		1
28	Special collection on mobile mixed reality 2019 update. Research in Learning Technology, 2020, 28, .	2.3	1
29	Assessing esport candidacy for critical thinking education. , 0, , .		1
30	Doctoral Colloquiumâ€”Exploring the Benefits of Using 3600 Video Immersion to Enhance Motivation and Engagement in System Modelling Education. , 2020, , .		0
31	A mobile ecology of resources for Covid-19 learning. , 0, , .		0