

# James Birt

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2596839/publications.pdf>

Version: 2024-02-01

31  
papers

552  
citations

1039880

9  
h-index

940416

16  
g-index

31  
all docs

31  
docs citations

31  
times ranked

402  
citing authors

#	ARTICLE	IF	CITATIONS
1	eSports diplomacy: towards a sustainable "gold rush"™. Sport in Society, 2022, 25, 1419-1437.	0.8	13
2	Improving serious games by crowdsourcing feedback from the STEAM online gaming community. Internet and Higher Education, 2022, 55, 100874.	4.2	7
3	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.	2.5	100
4	Using Virtual Reality to Evaluate the Impact of Room Acoustics on Cognitive Performance and Well-Being. Frontiers in Virtual Reality, 2021, 2, .	2.5	10
5	Open-plan office noise is stressful: multimodal stress detection in a simulated work environment. Journal of Management and Organization, 2021, 27, 1021-1037.	1.6	12
6	Human-Centered Design Science Research Evaluation for Gamified Augmented Reality. Frontiers in Virtual Reality, 2021, 2, .	2.5	2
7	Doctoral Colloquium"Exploring the Benefits of Using 360 Video Immersion to Enhance Motivation and Engagement in System Modelling Education. , 2020, , .		0
8	Mixed Reality Multimodal Learning Analytics. , 2020, , 1-7.		4
9	Technology Considerations in Health Professions and Clinical Education. , 2020, , 1-22.		14
10	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
11	Special collection on mobile mixed reality 2019 update. Research in Learning Technology, 2020, 28, .	2.3	1
12	Piloting Multimodal Learning Analytics using Mobile Mixed Reality in Health Education. , 2019, , .		7
13	Piloting Experiential Learning through 360° Video and 3d Printing to Improve System Modelling. , 2019, , .		1
14	Towards Optimizing Place Experience Using Design Science Research and Augmented Reality Gamification. Communications in Computer and Information Science, 2019, , 77-92.	0.4	3
15	Optimizing Augmented Reality Outcomes in a Gamified Place Experience Application through Design Science Research. , 2019, , .		2
16	Framework to Enhance Teaching and Learning in System Analysis and Unified Modelling Language. , 2018, , .		8
17	Analysing micro-location beacon gamification. , 2018, , .		3
18	Pedagogy before Technology: A Design-Based Research Approach to Enhancing Skills Development in Paramedic Science Using Mixed Reality. Information (Switzerland), 2018, 9, 29.	1.7	28

#	ARTICLE	IF	CITATIONS
19	Mobile Mixed Reality for Experiential Learning and Simulation in Medical and Health Sciences Education. Information (Switzerland), 2018, 9, 31.	1.7	105
20	Assessing mobile mixed reality affordances as a comparative visualisation pedagogy for design communication. Research in Learning Technology, 2018, 26, .	2.3	17
21	Piloting mobile mixed reality simulation in paramedic distance education. , 2017, , .		9
22	Improving paramedic distance education through mobile mixed reality simulation. Australasian Journal of Educational Technology, 2017, 33, .	2.0	52
23	Augmenting reality for augmented reality. Interactions, 2016, 24, 42-45.	0.8	9
24	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.	2.7	14
25	An enriched multimedia eBook application to facilitate learning of anatomy. Anatomical Sciences Education, 2014, 7, 19-27.	2.5	62
26	Theory Identity: A Machine-Learning Approach. , 2014, , .		5
27	A Meta-theoretic Approach to Theory Integration in Information Systems. , 2013, , .		8
28	Identifying error proneness in path strata with genetic algorithms. , 2005, , .		2
29	Optimizing testing efficiency with error-prone path identification and genetic algorithms. , 2004, , .		11
30	Assessing esport candidacy for critical thinking education. , 0, , .		1
31	A mobile ecology of resources for Covid-19 learning. , 0, , .		0