

# Michael P Mccreery

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2664222/publications.pdf>

Version: 2024-02-01

29  
papers

420  
citations

1039406

9  
h-index

794141

19  
g-index

34  
all docs

34  
docs citations

34  
times ranked

288  
citing authors

#	ARTICLE	IF	CITATIONS
1	The acquisition of skill and expertise in massively multiplayer online games. <i>Educational Technology Research and Development</i> , 2008, 56, 557-574.	2.0	84
2	Defining the virtual self: Personality, behavior, and the psychology of embodiment. <i>Computers in Human Behavior</i> , 2012, 28, 976-983.	5.1	67
3	A sense of self: The role of presence in virtual environments. <i>Computers in Human Behavior</i> , 2013, 29, 1635-1640.	5.1	49
4	Social interaction in a virtual environment: Examining socio-spatial interactivity and social presence using behavioral analytics. <i>Computers in Human Behavior</i> , 2015, 51, 203-206.	5.1	37
5	Navigating Massively Multiplayer Online Games: Evaluating 21st Century Skills for Learning within Virtual Environments. <i>Journal of Educational Computing Research</i> , 2011, 44, 473-493.	3.6	33
6	Examining Teachers' Behavioral Management Charts: a Comparison of Class Dojo and Paper-Pencil Methods. <i>Contemporary School Psychology</i> , 2017, 21, 267-275.	0.9	21
7	How the human is the catalyst: Personality, aggressive fantasy, and proactive-reactive aggression among users of social media. <i>Personality and Individual Differences</i> , 2018, 133, 91-95.	1.6	19
8	Cultural-linguistic test adaptations: Guidelines for selection, alteration, use, and review. <i>School Psychology International</i> , 2017, 38, 3-21.	1.1	16
9	Evaluating School Connectedness of Students with Emotional and Behavioral Disorders. <i>Children and Schools</i> , 2019, 41, 153-160.	0.6	16
10	Are All Games the Same?. , 2012, , 11-28.		14
11	Intertextuality in Massively Multi-Player Online Games. , 2009, , 791-807.		14
12	Independent evaluation of Q&A Interactive: A paper equivalency comparison using the PPVT-4 with preschoolers. <i>Psychology in the Schools</i> , 2020, 57, 17-30.	1.1	7
13	Toward a Framework for Learning and Digital Games Research. <i>Educational Psychologist</i> , 2015, 50, 253-257.	4.7	6
14	Assessing Learning from, with, and in Games Revisited: A Heuristic for Emerging Methods and Commercial Off-the-Shelf Games. <i>Advances in Game-based Learning</i> , 2019, , 13-35.	0.3	6
15	Examining Designed Experiences: A Walkthrough for Understanding Video Games as Performance Assessments. <i>Advances in Game-based Learning</i> , 2019, , 105-119.	0.3	6
16	Can Video Games Be Used as a Stealth Assessment of Aggression?. <i>International Journal of Gaming and Computer-Mediated Simulations</i> , 2019, 11, 40-49.	0.9	4
17	Do Dispositional Characteristics Influence Reading? Examining the Impact of Personality on Reading Fluency. <i>Reading Psychology</i> , 2016, 37, 470-486.	0.7	3
18	Temperament as a Behavioral Construct. <i>Intervention in School and Clinic</i> , 2016, 51, 238-243.	0.8	3

#	ARTICLE	IF	CITATIONS
19	Diagnostic Utility of the Social Skills Improvement System Performance Screening Guide. <i>Journal of Psychoeducational Assessment</i> , 2017, 35, 391-409.	0.9	3
20	Mixed Methods for Human-Computer Interactions Research: An Iterative Study Using Reddit and Social Media. <i>Journal of Educational Computing Research</i> , 2020, 58, 818-841.	3.6	3
21	Can Computers Teach Social Skills to Children? Examining the Efficacy of "The Social Express" in an African-American Sample. <i>Contemporary School Psychology</i> , 2021, 25, 321-331.	0.9	3
22	Interactive Narratives, Counterfactual Thinking and Personality in Video Games. <i>Communications in Computer and Information Science</i> , 2018, , 340-347.	0.4	2
23	Technology and Positive Behavioral Interventions and Support. , 2016, , 159-177.		1
24	Positive Behavioral Supports: Empirically Supported Use of Behavioral Logs. <i>Intervention in School and Clinic</i> , 2017, 53, 67-73.	0.8	1
25	The Protagonist and Their Avatar. <i>International Journal of Gaming and Computer-Mediated Simulations</i> , 2014, 6, 30-37.	0.9	1
26	Examining the Influence of Cognitive Ability on Situating to a Video Game: Expanded Discussion. <i>Cognition and Exploratory Learning in the Digital Age</i> , 2022, , 97-113.	0.3	1
27	Transformative Social and Emotional Learning. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , 2021, , 180-202.	0.2	0
28	The Protagonist and Their Avatar. , 2015, , 129-138.		0
29	Data-Triangulation Through Multiple Methods. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , 2022, , 90-115.	0.2	0