Michael P Mccreery

List of Publications by Year
in descending order

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	Examining the Influence of Cognitive Ability on Situating to a Video Game: Expanded Discussion. Cognition and Exploratory Learning in the Digital Age, 2022, , 97-113.	0.3	1
2	Data-Triangulation Through Multiple Methods. Advances in Educational Technologies and Instructional Design Book Series, 2022, , 90-115.	0.2	0
3	Can Computers Teach Social Skills to Children? Examining the Efficacy of â€œThe Social Expressâ€•in an African-American Sample. Contemporary School Psychology, 2021, 25, 321-331.	0.9	3
4	Transformative Social and Emotional Learning. Advances in Educational Technologies and Instructional Design Book Series, 2021, , 180-202.	0.2	0
5	Mixed Methods for Humanâ€"Computer Interactions Research: An Iterative Study Using Reddit and Social Media. Journal of Educational Computing Research, 2020, 58, 818-841.	3.6	3
6	Independent evaluation of Qâ€‹interactive: A paper equivalency comparison using the PPVTâ€�‘4 with preschoolers. Psychology in the Schools, 2020, 57, 17-30.	1.1	7
7	Evaluating School Connectedness of Students with Emotional and Behavioral Disorders. Children and Schools, 2019, 41, 153-160.	0.6	16
8	Can Video Games Be Used as a Stealth Assessment of Aggression?. International Journal of Gaming and Computer-Mediated Simulations, 2019, 11, 40-49.	0.9	4
9	Assessing Learning from, with, and in Games Revisited: A Heuristic for Emerging Methods and Commercial Off-the-Shelf Games. Advances in Game-based Learning, 2019, , 13-35.	0.3	6
10	Examining Designed Experiences: A Walkthrough for Understanding Video Games as Performance Assessments. Advances in Game-based Learning, 2019, , 105-119.	0.3	6
11	How the human is the catalyst: Personality, aggressive fantasy, and proactive-reactive aggression among users of social media. Personality and Individual Differences, 2018, 133, 91-95.	1.6	19
12	Interactive Narratives, Counterfactual Thinking and Personality in Video Games. Communications in Computer and Information Science, 2018, , 340-347.	0.4	2
13	Diagnostic Utility of the Social Skills Improvement System Performance Screening Guide. Journal of Psychoeducational Assessment, 2017, 35, 391-409.	0.9	3
14	Cultural-linguistic test adaptations: Guidelines for selection, alteration, use, and review. School Psychology International, 2017, 38, 3-21.	1.1	16
15	Examining Teachersâ€™ Behavioral Management Charts: a Comparison of Class Dojo and Paper-Pencil Methods. Contemporary School Psychology, 2017, 21, 267-275.	0.9	21
16	Positive Behavioral Supports: Empirically Supported Use of Behavioral Logs. Intervention in School and Clinic, 2017, 53, 67-73.	0.8	1
17	Technology and Positive Behavioral Interventions and Support. , 2016, , 159-177.		1
18	Do Dispositional Characteristics Influence Reading? Examining the Impact of Personality on Reading Fluency. Reading Psychology, 2016, 37, 470-486.	0.7	3

#	Article	IF	Citations
19	Temperament as a Behavioral Construct. Intervention in School and Clinic, 2016, 51, 238-243.	0.8	3
20	Social interaction in a virtual environment: Examining socio-spatial interactivity and social presence using behavioral analytics. Computers in Human Behavior, 2015, 51, 203-206.	5.1	37
21	Toward a Framework for Learning and Digital Games Research. Educational Psychologist, 2015, 50, 253-257.	4.7	6
22	The Protagonist and Their Avatar. , 2015, , 129-138.		0
23	The Protagonist and Their Avatar. International Journal of Gaming and Computer-Mediated Simulations, 2014, 6, 30-37.	0.9	1
24	A sense of self: The role of presence in virtual environments. Computers in Human Behavior, 2013, 29, 1635-1640.	5.1	49
25	Defining the virtual self: Personality, behavior, and the psychology of embodiment. Computers in Human Behavior, 2012, 28, 976-983.	5.1	67
26	Are All Games the Same?. , 2012, , 11-28.		14
27	Navigating Massively Multiplayer Online Games: Evaluating 21st Century Skills for Learning within Virtual Environments. Journal of Educational Computing Research, 2011, 44, 473-493.	3.6	33
28	Intertextuality in Massively Multi-Player Online Games. , 2009, , 791-807.		14
29	The acquisition of skill and expertise in massively multiplayer online games. Educational Technology Research and Development, 2008, 56, 557-574.	2.0	84