

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2816315/publications.pdf>

Version: 2024-02-01

9  
papers

137  
citations

1684188

5  
h-index

1720034

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11  
all docs

11  
docs citations

11  
times ranked

126  
citing authors

#	ARTICLE	IF	CITATIONS
1	Evaluating Immersive experiences during Covid-19 and beyond. Interactions, 2020, 27, 62-67.	1.0	68
2	Ludic Learning. International Journal of Gaming and Computer-Mediated Simulations, 2013, 5, 20-33.	1.1	36
3	Approaches to Integrate Virtual Reality into K-16 Lesson Plans: an Introduction for Teachers. TechTrends, 2021, 65, 394-401.	2.3	9
4	Cultural Embodiment in Virtual Reality Education and Training: A Reflection on Representation of Diversity. Lecture Notes in Educational Technology, 2019, , 93-96.	0.8	7
5	Will Virtual Reality Connect or Isolate Students?. Educational Communications and Technology: Issues and Innovations, 2022, , 139-150.	0.2	3
6	An Approach to Holistic Development of Serious Games and Learning Simulations. Lecture Notes in Computer Science, 2014, , 42-49.	1.3	1
7	Classroom Gamification: Merging Game Design Theory and Behavior Analysis for Increased Engagement. Lecture Notes in Computer Science, 2018, , 150-163.	1.3	0
8	Panel "Improve Foreign Language Speaking Proficiency in Immersive Environment. , 2020, , .		0
9	Using Mental Models to Design for Learning: Lessons from Game Development. Lecture Notes in Computer Science, 2017, , 433-442.	1.3	0