

Frederik De Grove

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2979489/publications.pdf>

Version: 2024-02-01

16
papers

609
citations

840585

11
h-index

940416

16
g-index

16
all docs

16
docs citations

16
times ranked

504
citing authors

#	ARTICLE	IF	CITATIONS
1	Acceptance of game-based learning by secondary school teachers. <i>Computers and Education</i> , 2013, 67, 21-35.	5.1	218
2	Digital games in the classroom? A contextual approach to teachers' adoption intention of digital games in formal education. <i>Computers in Human Behavior</i> , 2012, 28, 2023-2033.	5.1	110
3	Development and Validation of an Instrument for Measuring Individual Motives for Playing Digital Games. <i>Media Psychology</i> , 2016, 19, 101-125.	2.1	58
4	How to be a gamer! Exploring personal and social indicators of gamer identity. <i>Journal of Computer-Mediated Communication</i> , 2015, 20, 346-361.	1.7	54
5	Student acceptance of tablet devices in secondary education: A three-wave longitudinal cross-lagged case study. <i>Computers in Human Behavior</i> , 2014, 35, 278-286.	5.1	39
6	News Diversity Reconsidered: A Systematic Literature Review Unraveling the Diversity in Conceptualizations. <i>Journalism Studies</i> , 2020, 21, 1893-1912.	1.2	30
7	Validating the Digital Games Motivation Scale for Comparative Research Between Countries. <i>Communication Research Reports</i> , 2017, 34, 37-47.	1.0	22
8	Appreciating News Algorithms: Examining Audiences' Perceptions to Different News Selection Mechanisms. <i>Digital Journalism</i> , 2021, 9, 589-618.	2.5	19
9	(What) Can Journalism Studies Learn from Supervised Machine Learning?. <i>Journalism Studies</i> , 2020, 21, 912-927.	1.2	18
10	In Pursuit of Play: Toward a Social Cognitive Understanding of Determinants of Digital Play. <i>Communication Theory</i> , 2014, 24, 205-223.	2.0	14
11	Youth, Friendship, and Gaming: A Network Perspective. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 603-608.	2.1	13
12	The role of socio-spatial context in the habit's goal interface of audiovisual media consumption. <i>Poetics</i> , 2014, 45, 1-18.	0.6	4
13	News Diversity and Recommendation Systems: Setting the Interdisciplinary Scene. <i>IFIP Advances in Information and Communication Technology</i> , 2020, , 90-105.	0.5	4
14	Tapping into the field of foreign language learning games. <i>International Journal of Arts and Technology</i> , 2013, 6, 44.	0.1	2
15	Learning to Play, Playing to Learn. <i>International Journal of Game-Based Learning</i> , 2013, 3, 22-35.	0.9	2
16	Exploring the Effect of In-Game Purchases on Mobile Game Use with Smartphone Trace Data. <i>Media and Communication</i> , 2020, 8, 219-230.	1.1	2