

# Michaela Slussareff

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3058576/publications.pdf>

Version: 2024-02-01

10  
papers

222  
citations

1307594

7  
h-index

1588992

8  
g-index

10  
all docs

10  
docs citations

10  
times ranked

223  
citing authors

#	ARTICLE	IF	CITATIONS
1	Beyond Screen Time: A Synergistic Approach to a More Comprehensive Assessment of Family Media Exposure During Early Childhood. <i>Frontiers in Psychology</i> , 2020, 11, 1283.	2.1	77
2	Flow, social interaction anxiety and salivary cortisol responses in serious games: A quasi-experimental study. <i>Computers and Education</i> , 2014, 79, 69-100.	8.3	47
3	You like it, you learn it: affectivity and learning in competitive social role play gaming. <i>International Journal of Computer-Supported Collaborative Learning</i> , 2016, 11, 313-348.	3.0	39
4	Personalized messages in a brewery educational simulation: Is the personalization principle less robust than previously thought?. <i>Computers and Education</i> , 2014, 72, 339-366.	8.3	29
5	Playing educational micro-games at high schools: Individually or collectively?. <i>Computers in Human Behavior</i> , 2015, 48, 682-694.	8.5	11
6	Pervasive Games. <i>Lecture Notes in Computer Science</i> , 2016, , 475-520.	1.3	9
7	Games for Learning. <i>Lecture Notes in Computer Science</i> , 2016, , 189-211.	1.3	7
8	Turning High-Schools into Laboratories? Lessons Learnt from Studies of Instructional Effectiveness of Digital Games in the Curricular Schooling System. <i>Lecture Notes in Computer Science</i> , 2012, , 41-53.	1.3	2
9	Interactive Installation Design to Enhance Audience Immersion and Informational Behaviour. <i>Lecture Notes in Computer Science</i> , 2012, , 453-456.	1.3	1
10	Higher Sustainability of Mental Models Acquired from a Digital Game in Comparison with a Live Action Role-playing Game and a Traditional Lecture. <i>Masaryk University Journal of Law and Technology</i> , 2020, 14, 29-52.	0.7	0