

Max Valentin Birk

List of Publications by Year in descending order

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48
papers

1,121
citations

1307594

7
h-index

1058476

14
g-index

54
all docs

54
docs citations

54
times ranked

696
citing authors

#	ARTICLE	IF	CITATIONS
1	The mediating effect of fantasy on engagement in an AR game for learning. Entertainment Computing, 2022, 42, 100480.	2.9	7
2	Peer Review of "Measuring Integrated Novel Dimensions in Neurodevelopmental and Stress-Related Mental Disorders (MIND-SET): Protocol for a Cross-sectional Comorbidity Study From a Research Domain Criteria Perspective" Jmirx Med, 2022, 3, e36237.	0.4	1
3	How the Visual Design of Video Game Antagonists Affects Perception of Morality. Frontiers in Computer Science, 2021, 3, .	2.8	4
4	Serious Snacking: A Survival Analysis of how Snacking Mechanics Affect Attrition in a Mobile Serious Game. , 2021, , .		8
5	How Avatar Customization Affects Fear in a Game-based Digital Exposure Task for Social Anxiety. Proceedings of the ACM on Human-Computer Interaction, 2021, 5, 1-27.	3.3	9
6	Using Worker Avatars to Improve Microtask Crowdsourcing. Proceedings of the ACM on Human-Computer Interaction, 2021, 5, 1-28.	3.3	13
7	Pathfinder. Proceedings of the ACM on Human-Computer Interaction, 2021, 5, 1-23.	3.3	0
8	An Introduction to ChemiKami AR. Lecture Notes in Computer Science, 2021, , 521-526.	1.3	1
9	Remote Assessment of Depression Using Digital Biomarkers From Cognitive Tasks. Frontiers in Psychology, 2021, 12, 767507.	2.1	7
10	Just a click away: Actionâ€state orientation moderates the impact of task interruptions on initiative. Journal of Personality, 2020, 88, 373-390.	3.2	9
11	LOOK. , 2020, , .		0
12	Exploring Fantasy Play in MathMythos AR. , 2020, , .		6
13	Bubble Breather - A Breathing Exercise Game to Support Pneumonia Rehabilitation and Recovery. , 2020, , .		15
14	A Serious Game for Promoting Positive Attitudes Towards Nursing Homes Among Youth. , 2020, , .		3
15	Video games for mental health. Interactions, 2019, 26, 32-36.	1.0	7
16	Healthy Lies. , 2019, , .		5
17	Game Dynamics that Support Snacking, not Feasting. , 2019, , .		16
18	Improving the Efficacy of Cognitive Training for Digital Mental Health Interventions Through Avatar Customization: Crowdsourced Quasi-Experimental Study. Journal of Medical Internet Research, 2019, 21, e10133.	4.3	42

#	ARTICLE	IF	CITATIONS
19	The Potential of Game-Based Digital Biomarkers for Modeling Mental Health. JMIR Mental Health, 2019, 6, e13485.	3.3	58
20	DanSync: Playful Track Selection through Synchronized Movements. , 2019, , .		1
21	Let Me Be Implicit. , 2018, , .		16
22	Forum on Video Games for Mental Health. , 2018, , .		2
23	Combating Attrition in Digital Self-Improvement Programs using Avatar Customization. , 2018, , .		22
24	The Privilege of Immersion. , 2018, , .		40
25	Games for the Assessment and Treatment of Mental Health. , 2017, , .		15
26	Racial Diversity in Indie Games. , 2017, , .		20
27	Age-Based Preferences and Player Experience. , 2017, , .		35
28	Toward Game-Based Digital Mental Health Interventions: Player Habits and Preferences. Journal of Medical Internet Research, 2017, 19, e128.	4.3	47
29	Session details: Spotlights. , 2017, , .		0
30	Designing for Emotional Complexity in Games. , 2016, , .		19
31	The Motivational Push of Games. , 2016, , .		45
32	Extracting Heart Rate from Videos of Online Participants. , 2016, , .		7
33	How to Present Game Difficulty Choices?. , 2016, , .		31
34	The Effects of Social Exclusion on Play Experience and Hostile Cognitions in Digital Games. , 2016, , .		23
35	Fostering Intrinsic Motivation through Avatar Identification in Digital Games. , 2016, , .		156
36	The False Dichotomy between Positive and Negative Affect in Game Play. , 2015, , .		12

#	ARTICLE	IF	CITATIONS
37	A metric for automatically flagging problem levels in games from prototype walkthrough data. , 2015, , .		2
38	How Self-Esteem Shapes our Interactions with Play Technologies. , 2015, , .		27
39	Designing Wheelchair-Based Movement Games. ACM Transactions on Accessible Computing, 2015, 6, 1-23.	2.4	19
40	Modeling Motivation in a Social Network Game Using Player-Centric Traits and Personality Traits. Lecture Notes in Computer Science, 2015, , 18-30.	1.3	22
41	Manipulating Leaderboards to Induce Player Experience. , 2015, , .		32
42	The effects of embodied persuasive games on player attitudes toward people using wheelchairs. , 2014, , .		39
43	How players value their characters in world of warcraft. , 2014, , .		33
44	Effects of balancing for physical abilities on player performance, experience and self-esteem in exergames. , 2014, , .		84
45	The Effects of Graphical Fidelity on Player Experience. , 2013, , .		22
46	Posture training with real-time visual feedback. , 2013, , .		6
47	Control your game-self. , 2013, , .		80
48	Deconstructing the touch experience. , 2013, , .		27