

Logan Fiorella

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3196019/publications.pdf>

Version: 2024-02-01

54
papers

2,522
citations

331538

21
h-index

345118

36
g-index

64
all docs

64
docs citations

64
times ranked

1320
citing authors

#	ARTICLE	IF	CITATIONS
1	Learner-generated explanations: effects on restudying and learning from a multimedia lesson. Educational Psychology, 2021, 41, 45-62.	1.2	10
2	Fostering knowledge building in learning by teaching: A test of the drawingâ€facilitatesâ€explaining hypothesis. Applied Cognitive Psychology, 2021, 35, 548-558.	0.9	2
3	Five Strategies for Optimizing Instructional Materials: Instructor- and Learner-Managed Cognitive Load. Educational Psychology Review, 2021, 33, 1379-1407.	5.1	51
4	Learning by drawing: When is it worth the time and effort?. Contemporary Educational Psychology, 2021, 66, 101990.	1.6	13
5	Using gestures to signal lesson structure and foster meaningful learning. Applied Cognitive Psychology, 2021, 35, 1362-1369.	0.9	5
6	Validation of the Mathematics Motivation Questionnaire (MMQ) for secondary school students. International Journal of STEM Education, 2021, 8, .	2.7	9
7	Explaining and drawing activities for learning from multimedia: The role of sequencing and scaffolding. Applied Cognitive Psychology, 2021, 35, 1574-1584.	0.9	5
8	The case for embodied instruction: The instructor as a source of attentional and social cues in video lectures.. Journal of Educational Psychology, 2021, 113, 1441-1453.	2.1	21
9	Multimedia Learning in e-Courses. , 2021, , 537-551.		1
10	Research Methods in Multimedia Learning. , 2021, , 41-54.		2
11	The Worked Example Principle in Multimedia Learning. , 2021, , 231-240.		4
12	Principles for Managing Essential Processing in Multimedia Learning. , 2021, , 243-260.		6
13	The Mapping Principle in Multimedia Learning. , 2021, , 351-359.		0
14	The Multiple Representations Principle in Multimedia Learning. , 2021, , 158-170.		1
15	Multimedia Learning with Instructional Video. , 2021, , 487-497.		5
16	Principles for Reducing Extraneous Processing in Multimedia Learning. , 2021, , 185-198.		9
17	Multimedia Learning with Computer Games. , 2021, , 472-486.		1
18	The Embodiment Principle in Multimedia Learning. , 2021, , 286-295.		4

#	ARTICLE	IF	CITATIONS
19	The Drawing Principle in Multimedia Learning. , 2021, , 360-369.		1
20	The Collaboration Principle in Multimedia Learning. , 2021, , 304-312.		2
21	The Generative Activity Principle in Multimedia Learning. , 2021, , 339-350.		4
22	Principles Based on Social Cues in Multimedia Learning. , 2021, , 277-285.		6
23	Multimedia Learning with Animated Pedagogical Agents. , 2021, , 450-460.		0
24	The Feedback Principle in Multimedia Learning. , 2021, , 403-417.		2
25	Examining the role of spatial skills and mathematics motivation on middle school mathematics achievement. International Journal of STEM Education, 2020, 7, .	2.7	22
26	Advancing the Guidance Debate: Lessons from Educational Psychology and Implications for Biochemistry Learning. CBE Life Sciences Education, 2020, 19, ar41.	1.1	7
27	The Science of Habit and Its Implications for Student Learning and Well-being. Educational Psychology Review, 2020, 32, 603-625.	5.1	41
28	Five ways to increase the effectiveness of instructional video. Educational Technology Research and Development, 2020, 68, 837-852.	2.0	128
29	Creating drawings enhances learning by teaching.. Journal of Educational Psychology, 2020, 112, 811-822.	2.1	46
30	Fostering generative learning from video lessons: Benefits of instructor-generated drawings and learner-generated explanations.. Journal of Educational Psychology, 2020, 112, 895-906.	2.1	51
31	Role of generated and provided visuals in supporting learning from scientific text. Contemporary Educational Psychology, 2019, 59, 101808.	1.6	20
32	Effects of Playing an Educational Math Game That Incorporates Learning by Teaching. Journal of Educational Computing Research, 2019, 57, 1495-1512.	3.6	11
33	Instructor presence in video lectures: The role of dynamic drawings, eye contact, and instructor visibility.. Journal of Educational Psychology, 2019, 111, 1162-1171.	2.1	75
34	Interactive Science Multimedia and Visuospatial Processing. , 2019, , 145-173.		12
35	Using transparent whiteboards to boost learning from online STEM lectures. Computers and Education, 2018, 120, 146-159.	5.1	45
36	Effects of background chewing sounds on learning: The role of misophonia sensitivity. Applied Cognitive Psychology, 2018, 32, 264-269.	0.9	4

#	ARTICLE	IF	CITATIONS
37	Drawing Boundary Conditions for Learning by Drawing. Educational Psychology Review, 2018, 30, 1115-1137.	5.1	87
38	An eye-tracking analysis of instructor presence in video lectures. Computers in Human Behavior, 2018, 88, 263-272.	5.1	69
39	Spontaneous spatial strategy use in learning from scientific text. Contemporary Educational Psychology, 2017, 49, 66-79.	1.6	58
40	Learning executive function skills by playing focused video games. Contemporary Educational Psychology, 2017, 51, 141-151.	1.6	58
41	It's all a matter of perspective: Viewing first-person video modeling examples promotes learning of an assembly task.. Journal of Educational Psychology, 2017, 109, 653-665.	2.1	72
42	Effects of observing the instructor draw diagrams on learning from multimedia messages.. Journal of Educational Psychology, 2016, 108, 528-546.	2.1	95
43	Helping students help themselves: Generative learning strategies improve middle school students' self-regulation in a cognitive tutor. Computers in Human Behavior, 2016, 65, 121-126.	5.1	17
44	Eight Ways to Promote Generative Learning. Educational Psychology Review, 2016, 28, 717-741.	5.1	396
45	Role of expectations and explanations in learning by teaching. Contemporary Educational Psychology, 2014, 39, 75-85.	1.6	121
46	Principles for Reducing Extraneous Processing in Multimedia Learning: Coherence, Signaling, Redundancy, Spatial Contiguity, and Temporal Contiguity Principles. , 2014, , 279-315.		185
47	Training for Collaborative Problem Solving. Proceedings of the Human Factors and Ergonomics Society, 2014, 58, 1154-1158.	0.2	5
48	The relative benefits of learning by teaching and teaching expectancy. Contemporary Educational Psychology, 2013, 38, 281-288.	1.6	199
49	Instructional strategies framework for military training systems. Computers in Human Behavior, 2013, 29, 1490-1498.	5.1	27
50	Paper-based aids for learning with a computer-based game.. Journal of Educational Psychology, 2012, 104, 1074-1082.	2.1	51
51	Applying the modality principle to real-time feedback and the acquisition of higher-order cognitive skills. Educational Technology Research and Development, 2012, 60, 223-238.	2.0	40
52	Differential impact of two types of metacognitive prompting provided during simulation-based training. Computers in Human Behavior, 2012, 28, 696-702.	5.1	23
53	The Definition, Assessment, and Mitigation of State Boredom Within Educational Settings: A Comprehensive Review. Educational Psychology Review, 2012, 24, 89-111.	5.1	118
54	Learning by Teaching. , 0, , 151-166.		0