

Bruce D Homer

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3273037/publications.pdf>

Version: 2024-02-01

55
papers

3,622
citations

257450

24
h-index

276875

41
g-index

58
all docs

58
docs citations

58
times ranked

2669
citing authors

#	ARTICLE	IF	CITATIONS
1	Foundations of Game-Based Learning. Educational Psychologist, 2015, 50, 258-283.	9.0	627
2	Emotional design in multimedia learning.. Journal of Educational Psychology, 2012, 104, 485-498.	2.9	392
3	Emotional design in multimedia learning: Effects of shape and color on affect and learning. Learning and Instruction, 2014, 29, 128-140.	3.2	343
4	Methamphetamine abuse and impairment of social functioning: A review of the underlying neurophysiological causes and behavioral implications.. Psychological Bulletin, 2008, 134, 301-310.	6.1	241
5	The impact of individual, competitive, and collaborative mathematics game play on learning, performance, and motivation.. Journal of Educational Psychology, 2013, 105, 1050-1066.	2.9	192
6	The effects of video on cognitive load and social presence in multimedia-learning. Computers in Human Behavior, 2008, 24, 786-797.	8.5	184
7	Design factors for educationally effective animations and simulations. Journal of Computing in Higher Education, 2009, 21, 31-61.	6.1	173
8	Optimizing cognitive load for learning from computer-based science simulations.. Journal of Educational Psychology, 2006, 98, 902-913.	2.9	168
9	Theory of mind and epistemological development: the relation between children's second-order false-belief understanding and their ability to reason about evidence. New Ideas in Psychology, 2002, 20, 131-144.	1.9	167
10	Gender and player characteristics in video game play of preadolescents. Computers in Human Behavior, 2012, 28, 1782-1789.	8.5	106
11	Literacy and Children's Conception of Words. Written Language and Literacy, 1999, 2, 113-140.	0.4	99
12	Is there a bilingual advantage on interference-control tasks? A multiverse meta-analysis of global reaction time and interference cost. Psychonomic Bulletin and Review, 2019, 26, 1122-1147.	2.8	94
13	Moved to learn: The effects of interactivity in a Kinect-based literacy game for beginning readers. Computers and Education, 2014, 74, 37-49.	8.3	93
14	Investigating the effectiveness of computer simulations for chemistry learning. Journal of Research in Science Teaching, 2012, 49, 394-419.	3.3	91
15	Improving high school students' executive functions through digital game play. Computers and Education, 2018, 117, 50-58.	8.3	60
16	Learning executive function skills by playing focused video games. Contemporary Educational Psychology, 2017, 51, 141-151.	2.9	58
17	Reliability and validity of advanced theory of mind measures in middle childhood and adolescence. British Journal of Developmental Psychology, 2017, 35, 454-462.	1.7	53
18	Learning from multiple representations: An examination of fixation patterns in a science simulation. Computers in Human Behavior, 2014, 35, 234-242.	8.5	52

#	ARTICLE	IF	CITATIONS
19	Emotional design for digital games for learning: The effect of expression, color, shape, and dimensionality on the affective quality of game characters. <i>Learning and Instruction</i> , 2020, 70, 101194.	3.2	49
20	Expertise reversal for iconic representations in science visualizations. <i>Instructional Science</i> , 2010, 38, 259-276.	2.0	45
21	Level of interactivity and executive functions as predictors of learning in computer-based chemistry simulations. <i>Computers in Human Behavior</i> , 2014, 36, 365-375.	8.5	30
22	Design Factors for Effective Science Simulations. <i>International Journal of Gaming and Computer-Mediated Simulations</i> , 2009, 1, 16-35.	1.1	29
23	Digital game-based education for Syrian refugee children: Project Hope. <i>Vulnerable Children and Youth Studies</i> , 2018, 13, 7-18.	1.1	28
24	The effect of adaptive difficulty adjustment on the effectiveness of a game to develop executive function skills for learners of different ages. <i>Cognitive Development</i> , 2019, 49, 56-67.	1.3	28
25	Metrics in Simulations and Games for Learning. , 2013, , 697-729.		25
26	Methamphetamine Use among Gay, Bisexual and Non-identified Men-Who-Have-Sex-with-Men. <i>Journal of Health Psychology</i> , 2009, 14, 222-231.	2.3	24
27	Activating adolescents' executive functions in a digital game to train cognitive skills: The effects of age and prior abilities. <i>Cognitive Development</i> , 2019, 49, 20-32.	1.3	22
28	Methamphetamine use and HIV in relation to social cognition. <i>Journal of Health Psychology</i> , 2013, 18, 900-910.	2.3	21
29	Executive Functions and Decoding in Children and Adolescents: a Meta-analytic Investigation. <i>Educational Psychology Review</i> , 2020, 32, 735-763.	8.4	18
30	The Effect of Learning Mechanics Design on Learning Outcomes in a Computer-Based Geometry Game. <i>Lecture Notes in Computer Science</i> , 2012, , 65-71.	1.3	18
31	Naming Facilitates Young Children's Understanding of Scale Models: Language and the Development of Symbolic Understanding. <i>Journal of Cognition and Development</i> , 2009, 10, 115-134.	1.3	15
32	Literacy and Metalinguistic Development. , 0, , 487-500.		13
33	Distinguishing Direct and Indirect Effects of Executive Functions on Reading Comprehension in Adolescents. <i>Reading Psychology</i> , 2019, 40, 551-581.	1.4	12
34	Speed Versus Accuracy: Implications of Adolescents' Neurocognitive Developments in a Digital Game to Train Executive Functions. <i>Mind, Brain, and Education</i> , 2019, 13, 41-52.	1.9	10
35	Designing and Implementing Effective Animations and Simulations for Chemistry Learning. <i>ACS Symposium Series</i> , 2013, , 43-76.	0.5	6
36	Developmental Trends in Flexibility and Automaticity of Social Cognition. <i>Child Development</i> , 2018, 89, 914-928.	3.0	6

#	ARTICLE	IF	CITATIONS
37	Designing Digital Badges for Educational Games. International Journal of Gaming and Computer-Mediated Simulations, 2018, 10, 1-19.	1.1	5
38	Children and Adolescents' Development of Executive Functions in Digital Contexts. , 2018, , .		4
39	Measuring advanced theory of mind: Do story-based tasks work?. Journal of Adolescence, 2021, 93, 28-39.	2.4	4
40	Cognitive load in multimedia learning: the role of learner preferences and abilities. , 0, , .		3
41	Digital Games as Tools for Embedded Assessment. , 0, , 357-375.		3
42	A mixed-methods analysis of mechanisms to support college enrollment among low-income high school students.. Translational Issues in Psychological Science, 2020, 6, 118-131.	1.0	3
43	In the Service of Science: Veteran-Led Research in the Investigation of a Theatre-Based Posttraumatic Stress Disorder Treatment. Journal of Humanistic Psychology, 2019, , 002216781983990.	2.1	2
44	Designing Digital Badges for Educational Games. , 2020, , 1349-1369.		2
45	How children create knowledge. Cognitive Development, 1998, 13, 249-255.	1.3	1
46	Connecting Theory and Design Through Research: Cognitive Skills Training Games. Lecture Notes in Computer Science, 2018, , 145-158.	1.3	1
47	Using Multiple Data Streams in Executive Function Training Games to Optimize Outcomes for Neurodiverse Populations. Lecture Notes in Computer Science, 2021, , 281-292.	1.3	1
48	Playing a Video Game and Learning to Think: What's the Connection?. Journal of Cognitive Enhancement: Towards the Integration of Theory and Practice, 0, , 1.	1.6	1
49	Against suppression and clamping: A commentary on Glenberg. Behavioral and Brain Sciences, 1997, 20, 33-34.	0.7	0
50	Making implicit explicit: The role of learning. Behavioral and Brain Sciences, 1999, 22, 770-770.	0.7	0
51	Flashing out or fleshing out? A developmental perspective on a universal model of reading. Behavioral and Brain Sciences, 2012, 35, 289-290.	0.7	0
52	Linguistic Mediation of Children's Performance in a New Symbolic Understanding Task. Journal of Cognition and Development, 2013, 14, 455-466.	1.3	0
53	Commentary: Exploring Symbolic Spaces: Writing, Narrative, and Art. , 0, , 308-323.		0
54	Detecting patterns of engagement in a digital cognitive skills training game. Computers and Education, 2021, 165, 104144.	8.3	0

#	ARTICLE	IF	CITATIONS
55	Design Factors for Effective Science Simulations. , 0, , 16-35.		0