Francescamaria Dagnino

List of Publications by Year
in descending order

25 papers	434 citations	1163117 8 h-index	839539 18 g-index
26 all docs	26 docs citations	26 times ranked	342 citing authors

#	Article	IF	Citations
1	Designing a Course for Stimulating Entrepreneurship in Higher Education through Serious Games. Procedia Computer Science, 2012, 15, 174-186.	2.0	70
2	Serious games and the development of an entrepreneurial mindset in higher education engineering students. Entertainment Computing, 2014, 5, 357-366.	2.9	65
3	Innovative technologies for intangible cultural heritage education and preservation: the case of i-Treasures. Personal and Ubiquitous Computing, 2017, 21, 253-265.	2.8	53
4	A gamified collaborative course in entrepreneurship: Focus on objectives and tools. Computers in Human Behavior, 2015, 51, 1276-1283.	8.5	42
5	A Gamified Short Course for Promoting Entrepreneurship among ICT Engineering Students. , 2013, , .		38
6	Intangible Cultural Heritage: Towards collaborative planning of educational interventions. Computers in Human Behavior, 2015, 51, 1314-1319.	8.5	38
7	Exploring teachers' needs and the existing barriers to the adoption of Learning Design methods and tools: A literature survey. British Journal of Educational Technology, 2018, 49, 998-1013.	6.3	33
8	Handwriting as a gauge of cognitive status: a novel forensic tool for posthumous evaluation of testamentary capacity. Neurological Sciences, 2008, 29, 257-261.	1.9	16
9	Supporting and representing Learning Design with digital tools: in between guidance and flexibility. Technology, Pedagogy and Education, 2020, 29, 109-128.	5.4	13
10	Designing Serious Games for ICH education. , 2015, , .		8
11	Meeting players where they are: Digital games and learning ecologies. British Journal of Educational Technology, 2019, 50, 1687-1712.	6.3	8
12	Widening Access to Intangible Cultural Heritage: towards the Development of an Innovative Platform. Lecture Notes in Computer Science, 2014, , 705-713.	1.3	8
13	Using Serious Games for Intangible Cultural Heritage (ICH) Education: A Journey into the Canto a Tenore Singing Style. , 2017, , .		8
14	Reasoning abilities in primary school: A pilot study on poor achievers vs. normal achievers in computer game tasks. Learning and Individual Differences, 2013, 23, 213-217.	2.7	6
15	The distant Horizon: Investigating the relationship between social sciences academic research and game development. Entertainment Computing, 2020, 34, 100339.	2.9	5
16	Addressing Key Challenges in Intangible Cultural Heritage Education. International Journal of Heritage in the Digital Era, 2015, 4, 193-207.	0.5	4
17	Games and Learning: Potential and Limitations from the Players' Point of View. Lecture Notes in Computer Science, 2019, , 134-145.	1.3	4
18	Immersion's Impact on Performance in a Spatial Reasoning Task. Lecture Notes in Computer Science, 2016, , 211-220.	1.3	3

#	Article	IF	Citations
19	Designing Collaborative Learning Activities with an Augmented LD Tool. , 2017, , .		2
20	A Participatory Approach to Define User Requirements of a Platform for Intangible Cultural Heritage Education. , 2014, , .		2
21	Library Not Found - The Disconnect between Gaming Research and Development. , 2018, , .		2
22	Learning through Game Making: An HCI Perspective. Lecture Notes in Computer Science, 2014, , 513-524.	1.3	1
23	An Italian Pilot Experience in Game Making for Learning. Lecture Notes in Educational Technology, 2016, , 171-199.	0.8	1
24	DESIGNING LEARNING PATHS IN THE FIELD OF INTANGIBLE CULTURAL HERITAGE (ICH): A NEW METHODOLOGY. , 2016, , .		1
25	Digital technology and transmission of Intangible Cultural Heritage: The case of Cantu a Tenore. , 2013, , .		0