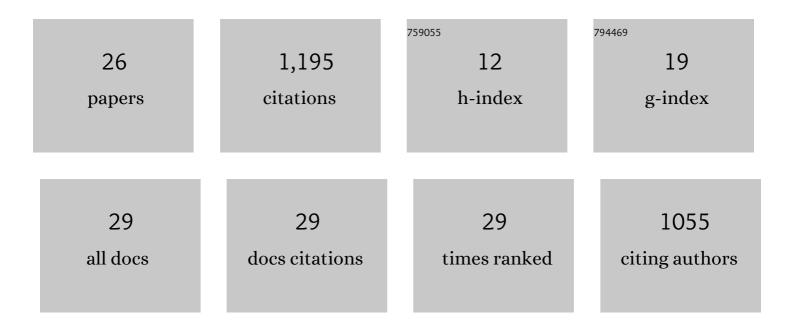
## Jan Van Looy

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/3592023/publications.pdf Version: 2024-02-01



IAN VAN LOOK

#	Article	IF	CITATIONS
1	Acceptance of game-based learning by secondary school teachers. Computers and Education, 2013, 67, 21-35.	5.1	218
2	Player Identification in Online Games: Validation of a Scale for Measuring Identification in MMOGs. Media Psychology, 2012, 15, 197-221.	2.1	188
3	Assessing the effectiveness of digital game-based learning: Best practices. Computers and Education, 2016, 92-93, 90-103.	5.1	169
4	Digital games in the classroom? A contextual approach to teachers' adoption intention of digital games in formal education. Computers in Human Behavior, 2012, 28, 2023-2033.	5.1	110
5	Towards a conceptual framework for assessing the effectiveness ofÂdigital game-based learning. Computers and Education, 2015, 88, 29-37.	5.1	68
6	Development and Validation of an Instrument for Measuring Individual Motives for Playing Digital Games. Media Psychology, 2016, 19, 101-125.	2.1	58
7	How to be a gamer! Exploring personal and social indicators of gamer identity. Journal of Computer-Mediated Communication, 2015, 20, 346-361.	1.7	54
8	Cognitive abilities, digital games and arithmetic performance enhancement: A study comparing the effects of a math game and paper exercises. Computers and Education, 2015, 85, 123-133.	5.1	53
9	Digital Games Research: A Survey Study on an Emerging Field and Its Prevalent Debates. Journal of Communication, 2015, 65, 975-996.	2.1	50
10	Challenging the Other: Exploring the Role of Opponent Gender in Digital Game Competition for Female Players. Cyberpsychology, Behavior, and Social Networking, 2014, 17, 303-309.	2.1	41
11	Improving arithmetic skills through gameplay: Assessment of the effectiveness of an educational game in terms of cognitive and affective learning outcomes. Information Sciences, 2014, 264, 19-31.	4.0	39
12	Player identification in online games. , 2010, , .		25
13	Fanboys, competers, escapists and time-killers. , 2008, , .		20
14	In Pursuit of Play: Toward a Social Cognitive Understanding of Determinants of Digital Play. Communication Theory, 2014, 24, 205-223.	2.0	14
15	The pleasure of being (there?): an explorative study into the effects of presence and identification on the enjoyment of an interactive theatrical performance using omnidirectional video. AI and Society, 2014, 29, 449-459.	3.1	14
16	Gamified Cognitive Control Training for Remitted Depressed Individuals: User Requirements Analysis. JMIR Serious Games, 2018, 6, e6.	1.7	14
17	Assessing game experience: Heart rate variability, in-game behavior and self-report measures. , 2014, , .		13
18	An Evaluation of the Added Value of Co-Design in the Development of an Educational Game for Road Safety. International Journal of Game-Based Learning, 2013, 3, 1-17.	0.9	12

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#	Article	IF	CITATIONS
19	Identifying barriers in telesurgery by studying current team practices in robot-assisted surgery. , 2013, , .		11
20	Leaving the third dimension: no measurable evidence for cognitive aftereffects of stereoscopic 3D movies. Journal of the Society for Information Display, 2013, 21, 159-166.	0.8	10
21	Transfer and Motivation After Cognitive Control Training for Remitted Depression in Healthy Sample. Journal of Cognitive Enhancement: Towards the Integration of Theory and Practice, 2020, 4, 49-61.	0.8	10
22	Tapping into the field of foreign language learning games. International Journal of Arts and Technology, 2013, 6, 44.	0.1	2
23	Learning to Play, Playing to Learn. International Journal of Game-Based Learning, 2013, 3, 22-35.	0.9	2
24	Grenzen aan het Grenzeloze. Spiegel Der Letteren, 2003, 45, 337-359.	0.0	0
25	Ter oriëntering. Spiegel Der Letteren, 2003, 45, 451-459.	0.0	0
26	The development of a free stereopsis test for active shutter displays. , 2013, , .		0