

Jan Van Looy

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3592023/publications.pdf>

Version: 2024-02-01

26
papers

1,195
citations

759055

12
h-index

794469

19
g-index

29
all docs

29
docs citations

29
times ranked

1055
citing authors

#	ARTICLE	IF	CITATIONS
1	Transfer and Motivation After Cognitive Control Training for Remitted Depression in Healthy Sample. <i>Journal of Cognitive Enhancement: Towards the Integration of Theory and Practice</i> , 2020, 4, 49-61.	0.8	10
2	Gamified Cognitive Control Training for Remitted Depressed Individuals: User Requirements Analysis. <i>JMIR Serious Games</i> , 2018, 6, e6.	1.7	14
3	Assessing the effectiveness of digital game-based learning: Best practices. <i>Computers and Education</i> , 2016, 92-93, 90-103.	5.1	169
4	Development and Validation of an Instrument for Measuring Individual Motives for Playing Digital Games. <i>Media Psychology</i> , 2016, 19, 101-125.	2.1	58
5	How to be a gamer! Exploring personal and social indicators of gamer identity. <i>Journal of Computer-Mediated Communication</i> , 2015, 20, 346-361.	1.7	54
6	Digital Games Research: A Survey Study on an Emerging Field and Its Prevalent Debates. <i>Journal of Communication</i> , 2015, 65, 975-996.	2.1	50
7	Towards a conceptual framework for assessing the effectiveness of digital game-based learning. <i>Computers and Education</i> , 2015, 88, 29-37.	5.1	68
8	Cognitive abilities, digital games and arithmetic performance enhancement: A study comparing the effects of a math game and paper exercises. <i>Computers and Education</i> , 2015, 85, 123-133.	5.1	53
9	Assessing game experience: Heart rate variability, in-game behavior and self-report measures. , 2014, , .		13
10	Challenging the Other: Exploring the Role of Opponent Gender in Digital Game Competition for Female Players. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 303-309.	2.1	41
11	In Pursuit of Play: Toward a Social Cognitive Understanding of Determinants of Digital Play. <i>Communication Theory</i> , 2014, 24, 205-223.	2.0	14
12	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. <i>AI and Society</i> , 2014, 29, 449-459.	3.1	14
13	Improving arithmetic skills through gameplay: Assessment of the effectiveness of an educational game in terms of cognitive and affective learning outcomes. <i>Information Sciences</i> , 2014, 264, 19-31.	4.0	39
14	Acceptance of game-based learning by secondary school teachers. <i>Computers and Education</i> , 2013, 67, 21-35.	5.1	218
15	The development of a free stereopsis test for active shutter displays. , 2013, , .		0
16	Leaving the third dimension: no measurable evidence for cognitive aftereffects of stereoscopic 3D movies. <i>Journal of the Society for Information Display</i> , 2013, 21, 159-166.	0.8	10
17	Identifying barriers in telesurgery by studying current team practices in robot-assisted surgery. , 2013, , .		11
18	Tapping into the field of foreign language learning games. <i>International Journal of Arts and Technology</i> , 2013, 6, 44.	0.1	2

#	ARTICLE	IF	CITATIONS
19	Learning to Play, Playing to Learn. International Journal of Game-Based Learning, 2013, 3, 22-35.	0.9	2
20	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
21	Player Identification in Online Games: Validation of a Scale for Measuring Identification in MMOGs. Media Psychology, 2012, 15, 197-221.	2.1	188
22	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
23	Player identification in online games. , 2010, , .		25
24	Fanboys, competitors, escapists and time-killers. , 2008, , .		20
25	Grenzen aan het Grenzeloze. Spiegel Der Letteren, 2003, 45, 337-359.	0.0	0
26	Ter oriëntering. Spiegel Der Letteren, 2003, 45, 451-459.	0.0	0