

Rachel M Flynn

List of Publications by Year in descending order

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Version: 2024-02-01

28
papers

498
citations

840776

11
h-index

713466

21
g-index

28
all docs

28
docs citations

28
times ranked

669
citing authors

#	ARTICLE	IF	CITATIONS
1	Therapeutic Uses of Active Videogames: A Systematic Review. <i>Games for Health Journal</i> , 2014, 3, 351-365.	2.0	89
2	Future Directions for Early Childhood Prevention of Mental Disorders: A Road Map to Mental Health, Earlier. <i>Journal of Clinical Child and Adolescent Psychology</i> , 2019, 48, 539-554.	3.4	86
3	Digital Games as a Context for Children's Cognitive Development: Research Recommendations and Policy Considerations. <i>Social Policy Report</i> , 2019, 32, 1-33.	3.2	57
4	US preschoolers' trust of and learning from media characters. <i>Journal of Children and Media</i> , 2016, 10, 321-340.	1.7	31
5	Effects of Exergame Play on EF in Children and Adolescents at a Summer Camp for Low Income Youth. <i>Journal of Educational and Developmental Psychology</i> , 2013, 4, 209-225.	0.2	27
6	Learning vocabulary from educational media: The role of pedagogical supports for low-income preschoolers.. <i>Journal of Educational Psychology</i> , 2019, 111, 32-44.	2.9	27
7	Cognitive, not physical, engagement in video gaming influences executive functioning. <i>Journal of Cognition and Development</i> , 2018, 19, 1-20.	1.3	26
8	Parents Support Preschoolers' Use of a Novel Interactive Device. <i>Infant and Child Development</i> , 2015, 24, 624-642.	1.5	24
9	Professional development for teachers plus coaching related to school-wide suspensions for a large urban school system. <i>Children and Youth Services Review</i> , 2016, 62, 29-39.	1.9	18
10	A Game-Based Repeated Assessment for Cognitive Monitoring: Initial Usability and Adherence Study in a Summer Camp Setting. <i>Journal of Autism and Developmental Disorders</i> , 2019, 49, 2003-2014.	2.7	15
11	The Influence of Active Gaming on Cardiorespiratory Fitness in Black and Hispanic Youth. <i>Journal of School Health</i> , 2018, 88, 768-775.	1.6	13
12	Residential summer camp for youth with special needs: A longitudinal approach to investigating differences in social skills. <i>Children and Youth Services Review</i> , 2019, 96, 354-363.	1.9	13
13	The role of spatial abilities in young children's spatially-focused touchscreen game play. <i>Cognitive Development</i> , 2021, 57, 100970.	1.3	13
14	A narrative review of methods used to examine digital gaming impacts on learning and cognition during middle childhood. <i>International Journal of Child-Computer Interaction</i> , 2021, 30, 100325.	3.5	13
15	Solitary Active Videogame Play Improves Executive Functioning More Than Collaborative Play for Children with Special Needs. <i>Games for Health Journal</i> , 2016, 5, 398-404.	2.0	7
16	Children's attention to screen-based pedagogical supports: an eye-tracking study with low-income preschool children in the United States. <i>Journal of Children and Media</i> , 2019, 13, 180-200.	1.7	7
17	Quick, incidental word learning in educational media: all contexts are not equal. <i>Educational Technology Research and Development</i> , 2020, 68, 2913-2937.	2.8	6
18	L2 vocabulary learning from educational media: The influence of screen-based scaffolds on the incidental-intentional continuum. <i>TESOL Journal</i> , 2021, 12, e641.	0.9	5

#	ARTICLE	IF	CITATIONS
19	Virtual Reality in the Pediatric Intensive Care Unit: Patient Emotional and Physiologic Responses. <i>Frontiers in Digital Health</i> , 2022, 4, 867961.	2.8	5
20	Children and Adolescents' Development of Executive Functions in Digital Contexts. , 2018, , .		4
21	Coviewing Educational Media: Does Coviewing Help Low-Income Preschoolers Learn Auditory and Audiovisual Vocabulary Associations?. <i>AERA Open</i> , 2019, 5, 233285841985323.	2.1	4
22	Do parents care about TV? how parent factors mediate US children's media exposure and receptive vocabulary. <i>Journal of Children and Media</i> , 2019, 13, 395-414.	1.7	4
23	Cognitive Development and Gaming in the Digital Age. <i>Ubiquitous Learning</i> , 2019, 12, 39-50.	0.2	2
24	Children's Spatial Play With a Block Building Touchscreen Application. <i>Frontiers in Education</i> , 2022, 7, .	2.1	2
25	Acute effects of physically active versus inactive video game play on executive functioning skills in children. , 2012, , .		0
26	3.42 The Feasibility of a Novel Cognitive Assessment and Monitoring Tool Within a Naturalistic Setting. <i>Journal of the American Academy of Child and Adolescent Psychiatry</i> , 2017, 56, S217-S218.	0.5	0
27	Abstract P035: Early Neurodevelopment Related Variables And Cardiovascular Health: Findings From The Multidimensional Assessment Of Preschoolers Study. <i>Circulation</i> , 2021, 143, .	1.6	0
28	Abstract P288: Parent-child Associations In Cardiovascular Health. <i>Circulation</i> , 2020, 141, .	1.6	0