

Stuart Hallifax

List of Publications by Year in descending order

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6
papers

181
citations

1937685

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2272923

4
g-index

6
all docs

6
docs citations

6
times ranked

97
citing authors

#	ARTICLE	IF	CITATIONS
1	Factors to Consider for Tailored Gamification. , 2019, , .		65
2	Adaptive Gamification in Education: A Literature Review of Current Trends and Developments. Lecture Notes in Computer Science, 2019, , 294-307.	1.3	53
3	To Tailor or Not to Tailor Gamification? An Analysis of the Impact of Tailored Game Elements on Learnersâ€™ Behaviours and Motivation. Lecture Notes in Computer Science, 2020, , 216-227.	1.3	27
4	Analyzing the relationships between learnersâ€™ motivation and observable engaged behaviors in a gamified learning environment. International Journal of Human Computer Studies, 2021, 154, 102670.	5.6	16
5	The Impact of Game Elements on Learner Motivation: Influence of Initial Motivation and Player Profile. IEEE Transactions on Learning Technologies, 2022, 15, 42-54.	3.2	13
6	A Design Space For Meaningful Structural Gamification. , 2018, , .		7