

# Stuart Hallifax

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3709358/publications.pdf>

Version: 2024-02-01

6  
papers

181  
citations

1937685

4  
h-index

2272923

4  
g-index

6  
all docs

6  
docs citations

6  
times ranked

97  
citing authors

#	ARTICLE	IF	CITATIONS
1	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
2	Analyzing the relationships between learners'™ motivation and observable engaged behaviors in a gamified learning environment. International Journal of Human Computer Studies, 2021, 154, 102670.	5.6	16
3	To Tailor or Not to Tailor Gamification? An Analysis of the Impact of Tailored Game Elements on Learners'™ Behaviours and Motivation. Lecture Notes in Computer Science, 2020, , 216-227.	1.3	27
4	Factors to Consider for Tailored Gamification. , 2019, , .		65
5	Adaptive Gamification in Education: A Literature Review of Current Trends and Developments. Lecture Notes in Computer Science, 2019, , 294-307.	1.3	53
6	A Design Space For Meaningful Structural Gamification. , 2018, , .		7