

Elizabeth Rowe

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3920802/publications.pdf>

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21
papers

1,444
citations

1162367

8
h-index

1281420

11
g-index

23
all docs

23
docs citations

23
times ranked

1220
citing authors

#	ARTICLE	IF	CITATIONS
1	Challenging games help students learn: An empirical study on engagement, flow and immersion in game-based learning. <i>Computers in Human Behavior</i> , 2016, 54, 170-179.	5.1	945
2	Mobility as a Mediator of the Effects of Child Maltreatment on Academic Performance. <i>Child Development</i> , 1995, 66, 1130-1142.	1.7	118
3	Mobility as a Mediator of the Effects of Child Maltreatment on Academic Performance. <i>Child Development</i> , 1995, 66, 1130.	1.7	116
4	The timing of academic difficulties among maltreated and nonmaltreated children. <i>Child Abuse and Neglect</i> , 1999, 23, 813-832.	1.3	53
5	Assessing implicit science learning in digital games. <i>Computers in Human Behavior</i> , 2017, 76, 617-630.	5.1	37
6	Assessing implicit computational thinking in Zoombinis puzzle gameplay. <i>Computers in Human Behavior</i> , 2021, 120, 106707.	5.1	34
7	Martian Boneyards. <i>International Journal of Game-Based Learning</i> , 2012, 2, 52-76.	0.9	24
8	Showing Is Knowing: The Potential and Challenges of Using Neurocognitive Measures of Implicit Learning in the Classroom. <i>Mind, Brain, and Education</i> , 2019, 13, 30-40.	0.9	21
9	Serious Games Analytics to Measure Implicit Science Learning. , 2015, , 343-360.		20
10	Using game analytics to evaluate puzzle design and level progression in a serious game. , 2016, , .		16
11	Assessing implicit computational thinking in zoombinis gameplay. , 2017, , .		11
12	Assessment design for emergent game-based learning. , 2013, , .		10
13	Assessing Implicit Computational Thinking in Zoombinis Gameplay. , 2017, , .		8
14	MAADS. , 2020, , .		8
15	Measuring Implicit Science Learning with Networks of Player-Game Interactions. , 2015, , .		5
16	Advancing Research in Game-Based Learning Assessment. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , 2020, , 99-123.	0.2	5
17	Using game design mechanics as metaphors to enhance learning of introductory programming concepts. , 2019, , .		4
18	Labeling Implicit Computational Thinking in Pizza Pass Gameplay. , 2018, , .		3

#	ARTICLE	IF	CITATIONS
19	The Importance of Teacher Bridging in Game-Based Learning Classrooms. Advances in Educational Technologies and Instructional Design Book Series, 2020, , 211-239.	0.2	3
20	Labeling Debugging in May's Journey Gameplay. , 2020, , .		2
21	The Importance of Teacher Bridging in Game-Based Learning Classrooms. , 2022, , 426-454.		0