

Eric Sanchez

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4224697/publications.pdf>

Version: 2024-02-01

24
papers

320
citations

1163117

8
h-index

940533

16
g-index

36
all docs

36
docs citations

36
times ranked

171
citing authors

#	ARTICLE	IF	CITATIONS
1	Classcraft: from gamification to ludicization of classroom management. Education and Information Technologies, 2017, 22, 497-513.	5.7	77
2	Design Based Research: a methodological paradigm to study the complexity of teaching and learning. Education Et Didactique, 2015, , 73-94.	0.2	37
3	Teaching and Learning with Escape Games from Debriefing to Institutionalization of Knowledge. Lecture Notes in Computer Science, 2019, , 242-253.	1.3	26
4	Characterizing the Experimental Procedure in Science Laboratories: A preliminary step towards students experimental design. International Journal of Science Education, 2012, 34, 825-854.	1.9	24
5	A praxeological perspective for the design and implementation of a digital role-play game. Education and Information Technologies, 2017, 22, 2805-2824.	5.7	24
6	Competition and Collaboration for Game-Based Learning: A Case Study. , 2017, , 161-184.		14
7	The co.LAB Generic Framework for Collaborative Design of Serious Games: Development Study. JMIR Serious Games, 2021, 9, e28674.	3.1	12
8	Exploring Competition and Collaboration Behaviors in Game-Based Learning with Playing Analytics. Lecture Notes in Computer Science, 2017, , 467-472.	1.3	8
9	Usage d'�un jeu s�rieux dans l'enseignement secondaire. Mod�lisation comportementale et �pist�mique de l'apprenant. Revue D'Intelligence Artificielle, 2011, 25, 203-222.	0.6	7
10	Game-Based Learning. , 2019, , 1-9.		7
11	Toward a Play Management System for Play-Based Learning. Lecture Notes in Computer Science, 2016, , 484-489.	1.3	6
12	Social Engagement in a Digital Role-Playing Game Dedicated to Classroom Management. Lecture Notes in Computer Science, 2017, , 137-147.	1.3	5
13	What do you mean by learning lab?. Education and Information Technologies, 2022, 27, 4501-4520.	5.7	5
14	Mettre en �uvre l'approche-programme en s'appuyant sur une application num�rique: ALOES. P�dagogiques, 2016, 32, .	0.1	5
15	Preparing schools to accommodate the challenge of Web 2.0 technologies. Education and Information Technologies, 2013, 18, 265-270.	5.7	3
16	Towards a 3D Virtual Game for Learning Object-Oriented Programming Fundamentals and C++ Language - Theoretical Considerations and Empirical Results. , 2015, , .		2
17	Debriefing and Knowledge Processing an Empirical Study About Game-Based Learning for Computer Education. Lecture Notes in Computer Science, 2019, , 32-41.	1.3	2
18	Game-Based Learning. , 2020, , 791-798.		2

#	ARTICLE	IF	CITATIONS
19	From Design to Management of Digital Epistemic Games. International Journal of Serious Games, 2020, 7, 23-46.	1.1	2
20	Game-Based Learning. , 2019, , 1-9.		1
21	Educational escape game collaborative design as part of a game jam: from game design to play design. Sciences Du Jeu, 2021, , .	0.0	1
22	Game design and didactic transposition of knowledge. The case of progo, a game dedicated to learning object-oriented programming. Education and Information Technologies, 2023, 28, 283-302.	5.7	1
23	Gamification. , 2019, , 1-11.		0
24	Gamification. , 2020, , 816-827.		0