

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	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
2	What do you mean by learning lab?. Education and Information Technologies, 2022, 27, 4501-4520.	5.7	5
3	The co.LAB Generic Framework for Collaborative Design of Serious Games: Development Study. JMIR Serious Games, 2021, 9, e28674.	3.1	12
4	Educational escape game collaborative design as part of a game jam: from game design to play design. Sciences Du Jeu, 2021, , .	0.0	1
5	Game-Based Learning. , 2020, , 791-798.		2
6	From Design to Management of Digital Epistemic Games. International Journal of Serious Games, 2020, 7, 23-46.	1.1	2
7	Gamification. , 2020, , 816-827.		0
8	Teaching and Learning with Escape Games from Debriefing to Institutionalization of Knowledge. Lecture Notes in Computer Science, 2019, , 242-253.	1.3	26
9	Game-Based Learning. , 2019, , 1-9.		1
10	Game-Based Learning. , 2019, , 1-9.		7
11	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
12	Gamification. , 2019, , 1-11.		0
13	Classcraft: from gamification to ludicization of classroom management. Education and Information Technologies, 2017, 22, 497-513.	5.7	77
14	Exploring Competition and Collaboration Behaviors in Game-Based Learning with Playing Analytics. Lecture Notes in Computer Science, 2017, , 467-472.	1.3	8
15	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
16	Competition and Collaboration for Game-Based Learning: A Case Study. , 2017, , 161-184.		14
17	Social Engagement in a Digital Role-Playing Game Dedicated to Classroom Management. Lecture Notes in Computer Science, 2017, , 137-147.	1.3	5
18	Toward a Play Management System for Play-Based Learning. Lecture Notes in Computer Science, 2016, , 484-489.	1.3	6

#	ARTICLE	IF	CITATIONS
19	Mettre en Å“uvre lâ€™approche-programme en sâ€™appuyant sur une application numÃ©riqueÂ: ALOES. PÃ©dagogiques, 2016, 32, .	0.1	5
20	Design Based Research: a methodological paradigm to study the complexity of teaching and learning. Education Et Didactique, 2015, , 73-94.	0.2	37
21	Towards a 3D Virtual Game for Learning Object-Oriented Programming Fundamentals and C++ Language - Theoretical Considerations and Empirical Results. , 2015, , .		2
22	Preparing schools to accommodate the challenge of Web 2.0 technologies. Education and Information Technologies, 2013, 18, 265-270.	5.7	3
23	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
24	Usage d’Ã©un jeu sÃ©rieux dans l’enseignement secondaire. ModÃ©lisation comportementale et Ã©pistÃ©mologie de l’Ã©apprenant. Revue D'Intelligence Artificielle, 2011, 25, 203-222.	0.6	7