

Fan Zhang

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4251123/publications.pdf>

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11
papers

253
citations

1306789

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h-index

1281420

11
g-index

11
all docs

11
docs citations

11
times ranked

214
citing authors

#	ARTICLE	IF	CITATIONS
1	The impacts of social interactions in MMORPGs on older adults's social capital. Computers in Human Behavior, 2015, 51, 495-503.	5.1	63
2	Physical and Cognitive Impacts of Digital Games on Older Adults. Journal of Applied Gerontology, 2016, 35, 1189-1210.	1.0	51
3	Social Benefits of Playing Wii Bowling for Older Adults. Games and Culture, 2016, 11, 81-103.	1.7	37
4	Massively Multiplayer Online Role-Playing Games (MMORPGs) and Socio-Emotional Wellbeing. Computers in Human Behavior, 2017, 73, 451-458.	5.1	30
5	Older Adults's Social Interactions in Massively Multiplayer Online Role-Playing Games (MMORPGs). Games and Culture, 2016, 11, 150-169.	1.7	28
6	Play, Learn, Connect: Older Adults' Experience With a Multiplayer, Educational, Digital Bingo Game. Journal of Educational Computing Research, 2018, 56, 675-700.	3.6	14
7	Situated learning through intergenerational play between older adults and undergraduates. International Journal of Educational Technology in Higher Education, 2017, 14, .	4.5	12
8	Older Adults Digital Gameplay: A Follow-up Study of Social Benefits. Communications in Computer and Information Science, 2015, , 198-216.	0.4	6
9	Older Adults's Perceptions About Commercially Available Xbox Kinect Exergames. Lecture Notes in Computer Science, 2019, , 181-199.	1.0	5
10	Can Playing Massive Multiplayer Online Role Playing Games (MMORPGs) Improve Older Adults's Socio-Psychological Wellbeing?. Communications in Computer and Information Science, 2016, , 504-522.	0.4	4
11	Factors Affecting the Gaming Experience of Older Adults in Community and Senior Centres. Communications in Computer and Information Science, 2017, , 464-475.	0.4	3