

Patrick Charland

List of Publications by Year in descending order

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27
papers

310
citations

1163117

8
h-index

940533

16
g-index

29
all docs

29
docs citations

29
times ranked

201
citing authors

#	ARTICLE	IF	CITATIONS
1	Impact of serious games on science learning achievement compared with more conventional instruction: an overview and a meta-analysis. <i>Studies in Science Education</i> , 2019, 55, 169-214.	5.4	48
2	Comparing Objective Measures and Perceptions of Cognitive Learning in an ERP Simulation Game. <i>Simulation and Gaming</i> , 2012, 43, 461-480.	1.9	46
3	Business Simulation Training in Information Technology Education: Guidelines for New Approaches in IT Training. <i>Journal of Information Technology Education:Research</i> , 0, 10, 039-053.	0.0	32
4	Authentic OM problem solving in an ERP context. <i>International Journal of Operations and Production Management</i> , 2012, 32, 1375-1394.	5.9	25
5	Assessing the Multiple Dimensions of Engagement to Characterize Learning: A Neurophysiological Perspective. <i>Journal of Visualized Experiments</i> , 2015, , e52627.	0.3	24
6	Models of conceptual change in science learning: establishing an exhaustive inventory based on support given by articles published in major journals. <i>Studies in Science Education</i> , 2020, 56, 157-211.	5.4	24
7	The Influence of Video Format on Engagement and Performance in Online Learning. <i>Brain Sciences</i> , 2021, 11, 128.	2.3	24
8	Developing and Assessing Erp Competencies: Basic and Complex Knowledge. <i>Journal of Computer Information Systems</i> , 2016, 56, 31-39.	2.9	20
9	Business intelligence serious game participatory development: lessons from ERPsim for big data. <i>Business Process Management Journal</i> , 2017, 23, 493-505.	4.2	16
10	Does Classroom Explicitation of Initial Conceptions Favour Conceptual Change or is it Counter-Productive?. <i>Research in Science Education</i> , 2012, 42, 401-414.	2.3	8
11	At the very root of the development of interest: using human body contexts to improve women's emotional engagement in introductory physics. <i>European Journal of Physics Education</i> , 2014, 5, 31.	0.2	8
12	Measuring Implicit Cognitive and Emotional Engagement to Better Understand Learners' Performance in Problem Solving. <i>Zeitschrift Fur Psychologie / Journal of Psychology</i> , 2016, 224, 294-296.	1.0	7
13	How Learner Experience and Types of Mobile Applications Influence Performance: The Case of Digital Annotation. <i>Computers in the Schools</i> , 2019, 36, 83-104.	1.0	5
14	Curriculum response to the crisis. <i>Prospects</i> , 2021, 51, 313-330.	2.3	4
15	Predicting Properties of Cognitive Pupillometry in Human-Computer Interaction: A Preliminary Investigation. <i>Lecture Notes in Information Systems and Organisation</i> , 2018, , 121-127.	0.6	3
16	Portrait des différences entre les genres dans le contexte de l'apprentissage de l'électricité en fonction de la certitude exprimée lors de la production de réponses. <i>Canadian Journal of Science, Mathematics and Technology Education</i> , 2011, 11, 328-347.	1.0	2
17	The situations bank, a tool for curriculum design focused on daily realities: The case of the reform in Niger. <i>Prospects</i> , 2013, 43, 461-472.	2.3	2
18	Scope Management: A Core Information System Implementation Project Pedagogy. <i>International Education Studies</i> , 2013, 6, .	0.6	2

#	ARTICLE	IF	CITATIONS
19	An Exploratory Study on the Impact of Collective Immersion on Learning and Learning Experience. Multimodal Technologies and Interaction, 2021, 5, 17.	2.5	2
20	Persistence of the "Moving Things Are Alive" Heuristic into Adulthood: Evidence from EEG. CBE Life Sciences Education, 2021, 20, ar45.	2.3	2
21	L'Éducation relative à l'environnement en enseignement des sciences et de la technologie: une contribution pour mieux Vivre ensemble sur Terre. Éducation Et Francophonie, 2009, 37, 63-78.	0.1	2
22	Combining Vicarious and Enactive Training in IS: Does Order Matter?. Lecture Notes in Information Systems and Organisation, 2017, , 99-106.	0.6	1
23	L'utilisation de l'électroencéphalographie : , 2018, , 219-242.		1
24	The Effects of Interactivity on Learners' Experience in a Visually Immersive Display Context. Computers in the Schools, 2022, 39, 41-60.	1.0	1
25	Le persuasif et le convaincant : pour une caractérisation fonctionnelle des interventions éducatives en sciences. , 2021, 4, 228-253.	0.1	0
26	IMPLEMENTATION OF A QUALITY APPROACH IN ENGINEERING AT UQAM. Proceedings of the Canadian Engineering Education Association (CEEA), 0, , .	0.2	0
27	The programming curriculum within ISIS. PLoS ONE, 2022, 17, e0265721.	2.5	0