

# Zeno Menestrina

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4440242/publications.pdf>

Version: 2024-02-01

7  
papers

51  
citations

2682335  
2  
h-index

2917550  
2  
g-index

8  
all docs

8  
docs citations

8  
times ranked

34  
citing authors

#	ARTICLE	IF	CITATIONS
1	Enhancing reading skills through a video game mixing action mechanics and cognitive training. Nature Human Behaviour, 2022, 6, 545-554.	6.2	21
2	Exploring the Virtual Space of Academia. , 2012, , 49-63.		16
3	End-User Development for Serious Games. , 2017, , 359-383.		7
4	Engaging Children in Story Co-Creation for Effective Serious Games. Sustainability, 2021, 13, 10334.	1.6	3
5	OHR. , 2014, , .		2
6	APE: End User Development for Emergency Management Training. , 2014, , .		1
7	Beatfield: An Open-Meaning Audiovisual Exploration. , 2016, , 309-314.		1