Teemu H Laine

List of Publications by Year
in descending order

43	1,074	430442	454577
papers	citations	18 h-index	30 g-index

44	44	44	936
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Activity Recognition on Smartphones via Sensor-Fusion and KDA-Based SVMs. International Journal of Distributed Sensor Networks, 2014, 10, 503291.	1.3	107
2	Science Spots AR: a platform for science learning games with augmented reality. Educational Technology Research and Development, 2016, 64, 507-531.	2.0	85
3	Enhancing Physical Education with Exergames and Wearable Technology. IEEE Transactions on Learning Technologies, 2016, 9, 328-341.	2.2	77
4	Mobile Educational Augmented Reality Games: A Systematic Literature Review and Two Case Studies. Computers, 2018, 7, 19.	2.1	72
5	Designing Engaging Games for Education: A Systematic Literature Review on Game Motivators and Design Principles. IEEE Transactions on Learning Technologies, 2020, 13, 804-821.	2.2	69
6	Gamifying programming education in Kâ€12: A review of programming curricula in seven countries and programming games. British Journal of Educational Technology, 2019, 50, 1979-1995.	3.9	64
7	Did location-based games motivate players to socialize during COVID-19?. Telematics and Informatics, 2020, 54, 101458.	3.5	52
8	User Experience in Mobile Augmented Reality: Emotions, Challenges, Opportunities and Best Practices. Computers, 2018, 7, 33.	2.1	50
9	Designing Mobile Augmented Reality Exergames. Games and Culture, 2016, 11, 548-580.	1.7	36
10	Detecting boredom from eye gaze and EEG. Biomedical Signal Processing and Control, 2018, 46, 302-313.	3.5	34
11	Location-Based Games and the COVID-19 Pandemic: An Analysis of Responses from Game Developers and Players. Multimodal Technologies and Interaction, 2020, 4, 29.	1.7	32
12	Critical Factors for Technology Integration in Game-Based Pervasive Learning Spaces. IEEE Transactions on Learning Technologies, 2010, 3, 294-306.	2.2	30
13	Multimodal Interaction Systems Based on Internet of Things and Augmented Reality: A Systematic Literature Review. Applied Sciences (Switzerland), 2021, 11, 1738.	1.3	30
14	A survey of adaptive context-aware learning environments. Journal of Ambient Intelligence and Smart Environments, 2019, 11, 403-428.	0.8	28
15	Co-design of mini games for learning computational thinking in an online environment. Education and Information Technologies, 2021, 26, 5815-5849.	3.5	28
16	Mobile Gateway for Ubiquitous Health Care System Using ZigBee and Bluetooth. , 2014, , .		26
17	Machine learning approaches for boredom classification using EEG. Journal of Ambient Intelligence and Humanized Computing, 2019, 10, 3831-3846.	3.3	26
18	Location-based Games as Exergames - From PokÃ©mon To The Wizarding World. International Journal of Serious Games, 2020, 7, 79-95.	0.8	25

#	Article	IF	Citations
19	An Exploration of Machine Learning Methods for Robust Boredom Classification Using EEG and GSR Data. Sensors, 2019, 19, 4561.	2.1	22
20	Analysis of the Quality of Points of Interest in the Most Popular Location-based Games. , 2019, , .		19
21	A Case Study on Co-designing Digital Games with Older Adults and Children: Game Elements, Assets, and Challenges. The Computer Games Journal, 2020, 9, 163-188.	1.0	15
22	Sustainable usage through emotional engagement: a user experience analysis of an adaptive driving school application. Cognition, Technology and Work, 2017, 19, 303-313.	1.7	14
23	EEG-Based Emotion Classification for Alzheimerâ€™s Disease Patients Using Conventional Machine Learning and Recurrent Neural Network Models. Sensors, 2020, 20, 7212.	2.1	12
24	Playing location-based games is associated with psychological well-being: an empirical study of PokÃ©mon GO players. Behaviour and Information Technology, 0, , 1-17.	2.5	10
25	Motivations for Play in the UFractions Mobile Game in Three Countries. International Journal of Mobile and Blended Learning, 2012, 4, 30-48.	0.5	10
26	ManySense: An Extensible and Accessible Middleware for Consumer-Oriented Heterogeneous Body Sensor Networks. International Journal of Distributed Sensor Networks, 2014, 10, 321534.	1.3	9
27	Dynamics between Disturbances and Motivations in Educational Mobile Games. International Journal of Interactive Mobile Technologies, 2018, 12, 120.	0.7	8
28	Investigating Network Performance of a Multi-user Virtual Reality Environment for Mining Education. , 2021, , .		8
29	Presence Effects in Virtual Reality Based on User Characteristics: Attention, Enjoyment, and Memory. Electronics (Switzerland), 2021, 10, 1051.	1.8	8
30	A Distributed Multiplayer Game to Promote Active Transport at Workplaces: User-Centered Design, Implementation, and Lessons Learned. IEEE Transactions on Games, 2020, 12, 386-397.	1.2	8
31	User-centered design of a context-aware nurse assistant (CANA) at Finnish elderly houses. , 2015, , .		7
32	Data Collection Framework for Context-Aware Virtual Reality Application Development in Unity: Case of Avatar Embodiment. Sensors, 2022, 22, 4623.	2.1	7
33	Establishing a mobile blog system in a distance education environment. International Journal of Mobile Learning and Organisation, 2008, 2, 149.	0.2	6
34	Active and passive technology integration: a novel approach for managing technologyâ€™s influence on learning experiences in context-aware learning spaces. Technology, Pedagogy and Education, 2016, 25, 19-37.	3.3	6
35	Machine learning and dynamic user interfaces in a context aware nurse application environment. Journal of Ambient Intelligence and Humanized Computing, 2017, 8, 259-271.	3.3	6
36	Viable and portable architecture for pervasive learning spaces. , 2010, , .		5

#	Article	IF	Citations
37	Short paper: Calory Battle AR: An extensible mobile augmented reality exergame platform. , 2014, , .		5
38	Accurate position and orientation independent step counting algorithm for smartphones. Journal of Ambient Intelligence and Smart Environments, 2018, 10, 481-495.	0.8	5
39	Designing Educational Mobile Augmented Reality Games Using Motivators and Disturbance Factors. , 2019, , 33-56.		3
40	Learning History with Location-Based Applications: An Architecture for Points of Interest in Multiple Layers. Sensors, 2021, 21, 129.	2.1	3
41	A Reusable Multiplayer Game for Promoting Active School Transport: Development Study. JMIR Serious Games, 2022, 10, e31638.	1.7	3
42	Multidisciplinary Development Process of a Story-based Mobile Augmented Reality Game for Learning Math. , 2019, , .		2
43	Initial Design and Testing of Multiplayer Cooperative Game to Support Physical Activity in Schools. Education Sciences, 2022, 12, 100.	1.4	2