

Teemu H Laine

List of Publications by Year in descending order

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43
papers

1,074
citations

430442

18
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454577

30
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44
all docs

44
docs citations

44
times ranked

936
citing authors

#	ARTICLE	IF	CITATIONS
1	Initial Design and Testing of Multiplayer Cooperative Game to Support Physical Activity in Schools. <i>Education Sciences</i> , 2022, 12, 100.	1.4	2
2	A Reusable Multiplayer Game for Promoting Active School Transport: Development Study. <i>JMIR Serious Games</i> , 2022, 10, e31638.	1.7	3
3	Data Collection Framework for Context-Aware Virtual Reality Application Development in Unity: Case of Avatar Embodiment. <i>Sensors</i> , 2022, 22, 4623.	2.1	7
4	Investigating Network Performance of a Multi-user Virtual Reality Environment for Mining Education. , 2021, , .		8
5	Multimodal Interaction Systems Based on Internet of Things and Augmented Reality: A Systematic Literature Review. <i>Applied Sciences (Switzerland)</i> , 2021, 11, 1738.	1.3	30
6	Presence Effects in Virtual Reality Based on User Characteristics: Attention, Enjoyment, and Memory. <i>Electronics (Switzerland)</i> , 2021, 10, 1051.	1.8	8
7	Co-design of mini games for learning computational thinking in an online environment. <i>Education and Information Technologies</i> , 2021, 26, 5815-5849.	3.5	28
8	Learning History with Location-Based Applications: An Architecture for Points of Interest in Multiple Layers. <i>Sensors</i> , 2021, 21, 129.	2.1	3
9	Designing Engaging Games for Education: A Systematic Literature Review on Game Motivators and Design Principles. <i>IEEE Transactions on Learning Technologies</i> , 2020, 13, 804-821.	2.2	69
10	EEG-Based Emotion Classification for Alzheimer's Disease Patients Using Conventional Machine Learning and Recurrent Neural Network Models. <i>Sensors</i> , 2020, 20, 7212.	2.1	12
11	A Case Study on Co-designing Digital Games with Older Adults and Children: Game Elements, Assets, and Challenges. <i>The Computer Games Journal</i> , 2020, 9, 163-188.	1.0	15
12	Location-Based Games and the COVID-19 Pandemic: An Analysis of Responses from Game Developers and Players. <i>Multimodal Technologies and Interaction</i> , 2020, 4, 29.	1.7	32
13	Did location-based games motivate players to socialize during COVID-19?. <i>Telematics and Informatics</i> , 2020, 54, 101458.	3.5	52
14	A Distributed Multiplayer Game to Promote Active Transport at Workplaces: User-Centered Design, Implementation, and Lessons Learned. <i>IEEE Transactions on Games</i> , 2020, 12, 386-397.	1.2	8
15	Location-based Games as Exergames - From Pokémon To The Wizarding World. <i>International Journal of Serious Games</i> , 2020, 7, 79-95.	0.8	25
16	A survey of adaptive context-aware learning environments. <i>Journal of Ambient Intelligence and Smart Environments</i> , 2019, 11, 403-428.	0.8	28
17	An Exploration of Machine Learning Methods for Robust Boredom Classification Using EEG and GSR Data. <i>Sensors</i> , 2019, 19, 4561.	2.1	22
18	Machine learning approaches for boredom classification using EEG. <i>Journal of Ambient Intelligence and Humanized Computing</i> , 2019, 10, 3831-3846.	3.3	26

#	ARTICLE	IF	CITATIONS
19	Designing Educational Mobile Augmented Reality Games Using Motivators and Disturbance Factors. , 2019, , 33-56.		3
20	Multidisciplinary Development Process of a Story-based Mobile Augmented Reality Game for Learning Math. , 2019, , .		2
21	Gamifying programming education in K: A review of programming curricula in seven countries and programming games. British Journal of Educational Technology, 2019, 50, 1979-1995.	3.9	64
22	Analysis of the Quality of Points of Interest in the Most Popular Location-based Games. , 2019, , .		19
23	Accurate position and orientation independent step counting algorithm for smartphones. Journal of Ambient Intelligence and Smart Environments, 2018, 10, 481-495.	0.8	5
24	User Experience in Mobile Augmented Reality: Emotions, Challenges, Opportunities and Best Practices. Computers, 2018, 7, 33.	2.1	50
25	Mobile Educational Augmented Reality Games: A Systematic Literature Review and Two Case Studies. Computers, 2018, 7, 19.	2.1	72
26	Dynamics between Disturbances and Motivations in Educational Mobile Games. International Journal of Interactive Mobile Technologies, 2018, 12, 120.	0.7	8
27	Detecting boredom from eye gaze and EEG. Biomedical Signal Processing and Control, 2018, 46, 302-313.	3.5	34
28	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
29	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
30	Active and passive technology integration: a novel approach for managing technology­s influence on learning experiences in context-aware learning spaces. Technology, Pedagogy and Education, 2016, 25, 19-37.	3.3	6
31	Enhancing Physical Education with Exergames and Wearable Technology. IEEE Transactions on Learning Technologies, 2016, 9, 328-341.	2.2	77
32	Science Spots AR: a platform for science learning games with augmented reality. Educational Technology Research and Development, 2016, 64, 507-531.	2.0	85
33	Designing Mobile Augmented Reality Exergames. Games and Culture, 2016, 11, 548-580.	1.7	36
34	User-centered design of a context-aware nurse assistant (CANA) at Finnish elderly houses. , 2015, , .		7
35	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
36	Mobile Gateway for Ubiquitous Health Care System Using ZigBee and Bluetooth. , 2014, , .		26

#	ARTICLE	IF	CITATIONS
37	Short paper: Calory Battle AR: An extensible mobile augmented reality exergame platform. , 2014, , .		5
38	Activity Recognition on Smartphones via Sensor-Fusion and KDA-Based SVMs. International Journal of Distributed Sensor Networks, 2014, 10, 503291.	1.3	107
39	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
40	Critical Factors for Technology Integration in Game-Based Pervasive Learning Spaces. IEEE Transactions on Learning Technologies, 2010, 3, 294-306.	2.2	30
41	Viable and portable architecture for pervasive learning spaces. , 2010, , .		5
42	Establishing a mobile blog system in a distance education environment. International Journal of Mobile Learning and Organisation, 2008, 2, 149.	0.2	6
43	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