Sylvester Arnab

List of Publications by Year
in descending order

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47 papers	1,632 citations	687220 13 h-index	477173 29 g-index
48 all docs	48 docs citations	48 times ranked	1454 citing authors

#	Article	IF	Citations
1	Mapping learning and game mechanics for serious games analysis. British Journal of Educational Technology, 2015, 46, 391-411.	3.9	509
2	The Design Principles for Flow Experience in Educational Games. Procedia Computer Science, 2012, 15, 78-91.	1.2	193
3	Essential features of serious games design in higher education: Linking learning attributes to game mechanics. British Journal of Educational Technology, 2017, 48, 972-994.	3.9	134
4	The development approach of a pedagogically-driven serious game to support Relationship and Sex Education (RSE) within a classroom setting. Computers and Education, 2013, 69, 15-30.	5.1	123
5	Foundations of dynamic learning analytics: Using university student data to increase retention. British Journal of Educational Technology, 2015, 46, 1175-1188.	3.9	97
6	Flow framework for analyzing the quality of educational games. Entertainment Computing, 2014, 5, 367-377.	1.8	96
7	Learning Mechanics and Game Mechanics Under the Perspective of Self-Determination Theory to Foster Motivation in Digital Game Based Learning. Simulation and Gaming, 2017, 48, 81-97.	1.2	67
8	Towards a transâ€disciplinary methodology for a gameâ€based intervention development process. British Journal of Educational Technology, 2017, 48, 279-312.	3.9	46
9	Game Engines Selection Framework for High-Fidelity Serious Applications. International Journal of Interactive Worlds, 0, , 1-19.	0.0	38
10	Neurophysiological methods for monitoring brain activity in serious games and virtual environments: a review. International Journal of Technology Enhanced Learning, 2014, 6, 78.	0.4	35
11	E-commerce transactions in a virtual environment: virtual transactions. Electronic Commerce Research, 2012, 12, 379-407.	3.0	33
12	Blended Game-Based Learning Environments: Extending a Serious Game into a Learning Content Management System. , 2011, , .		20
13	A game-based learning approach to road safety. , 2014, , .		19
14	The Herbert Virtual Museum. Journal of Electrical and Computer Engineering, 2013, 2013, 1-8.	0.6	18
15	Serious Gaming for Behaviour Change: A Systematic Review. Information (Switzerland), 2022, 13, 142.	1.7	17
16	Learning Analytics Architecture to Scaffold Learning Experience through Technology-based Methods. International Journal of Serious Games, 2015, 2, .	0.8	16
17	MeTycoon: A game-based approach to career guidance. , 2013, , .		13
18	Enhancing Learning in Distributed Virtual Worlds through Touch: A Browser-based Architecture for Haptic Interaction. , 2011, , 149-167.		12

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19	EscapED: Adapting Live-Action, Interactive Games to Support Higher Education Teaching and Learning Practices. Lecture Notes in Computer Science, 2016, , 144-153.	1.0	12
20	Industrial and academic collaboration: hybrid models for research and innovation diffusion. Journal of Higher Education Policy and Management, 2014, 36, 2-14.	1.5	11
21	Games for active ageing, well-being and quality of life: a pilot study. Behaviour and Information Technology, 2018, 37, 842-854.	2.5	11
22	Guiding Intuitive Learning in Serious Games: An Achievement-Based Approach to Externalized Feedback and Assessment. , 2012, , .		10
23	Transposing freemium business model from casual games to serious games. Entertainment Computing, 2015, 9-10, 29-41.	1.8	9
24	Science teachersâ€™ experiences of inquiry-based learning through a serious game: a phenomenographic perspective. Smart Learning Environments, 2021, 8, .	4.3	8
25	PR:EPARe: A Game-Based Approach to Relationship Guidance for Adolescents. Procedia Computer Science, 2012, 15, 38-44.	1.2	7
26	Integrating Games into the Classroom. , 2013, , 114-135.		7
27	Chapter 4: Simulating a Deformable Object Using a Surface Mass Spring System. , 2008, , .		6
28	Scenario-based serious games repurposing. , 2011, , .		6
29	Pegaso: A Serious Game to Prevent Obesity. Lecture Notes in Computer Science, 2014, , 427-435.	1.0	6
30	Building Social Commmunities around Alternate Reality Games. , 2011, , .		4
31	Facial expressions reconstruction of 3D faces based on real human data. , 2012, , .		4
32	Flow Experience as a Quality Measure in Evaluating Physically Activating Serious Games. Lecture Notes in Computer Science, 2014, , 200-212.	1.0	4
33	We are the Game Changers. International Journal of Game-Based Learning, 2017, 7, 51-62.	0.9	3
34	The Open Innovation Exchange Platform: Experiences of Implementing a Business Community Engagement Platform for Channeling IP Development and Collaboration with Local Businesses. , 2013, , .		2
35	Towards the Blending of Digital and Physical Learning Contexts with a Gamified and Pervasive Approach. Lecture Notes in Computer Science, 2016, , 452-460.	1.0	2
36	Providing Career Guidance to Adolescents through Digital Games. International Journal of Game-Based Learning, 2014, 4, 58-70.	0.9	1

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37	Game-Based Interventions in Public Health: Exploiting the Engaging Factor of Gameplay. , 2015, , 1-8.		1
38	A Conceptual Model Towards the Scaffolding of Learning Experience. Lecture Notes in Computer Science, 2015, , 83-96.	1.0	1
39	Scaffolding in Indoor and Outdoor Mobility a Wearable and Mobile Application for Senior Tourism in a Playable City. , 2019, , .		1
40	Older Adults â€œJumpâ€•into coDesiging a Digital Game: A Field Study. Lecture Notes in Computer Science, 2021, , 88-99.	1.0	1
41	Serious Game Mechanics, Workshop on the Ludo-Pedagogical Mechanism. Lecture Notes in Computer Science, 2014, , 186-189.	1.0	1
42	Playful and Gameful Learning in a Hybrid Space. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2017, , 9-14.	0.2	1
43	Facilitating Intuitive-Guided Learning in a Serious Game through Integration with a Learning Content Management System. , 2014, , .		0
44	Providing Career Guidance to Adolescents through Digital Games. , 2015, , 1975-1989.		0
45	Hybrid and Gamified Learning Framework. , 2020, , 165-191.		0
46	Hybrid Learning. , 2020, , 35-52.		0
47	A Deformable Surface Model with Volume Preserving Springs. Lecture Notes in Computer Science, 2008, , 259-268.	1.0	0