Robb Lindgren

List of Publications by Year
in descending order

35 papers	1,320 citations	759190 12 h-index	794568 19 g-index
35 all docs	35 docs citations	35 times ranked	991 citing authors

#	ARTICLE	IF	CITATIONS
1	Emboldened by Embodiment. Educational Researcher, 2013, 42, 445-452.	5.4	327
2	Enhancing learning and engagement through embodied interaction within a mixed reality simulation. Computers and Education, 2016, 95, 174-187.	8.3	313
3	Enactive Metaphors: Learning Through Full-Body Engagement. Educational Psychology Review, 2015, 27, 391-404.	8.4	130
4	Embodiment and Embodied Design. , 2014, , 358-376.		112
5	Spatial Learning and Computer Simulations in Science. International Journal of Science Education, 2009, 31, 419-438.	1.9	65
6	Using badges for shaping interactions in online learning environments. , 2012, , .		51
7	Generating a learning stance through perspective-taking in a virtual environment. Computers in Human Behavior, 2012, 28, 1130-1139.	8.5	47
8	Supporting children's learning with body-based metaphors in a mixed reality environment. , 2011, , .		46
9	Video Collaboratories for Research and Education: An Analysis of Collaboration Design Patterns. IEEE Transactions on Learning Technologies, 2008, 1, 235-247.	3.2	40
10	Designing for Learning Conversations: How Parents Support Children's Science Learning Within an Immersive Simulation. Science Education, 2016, 100, 877-902.	3.0	35
11	Representational gesturing as an epistemic tool for the development of mechanistic explanatory models. Science Education, 2019, 103, 1047-1079.	3.0	27
12	Examining the effects of avatar customization and narrative on engagement and learning in video games. , 2013, , .		26
13	Cognitive technologies for establishing, sharing and comparing perspectives on video over computer networks. Social Science Information, 2008, 47, 353-370.	1.6	16
14	An Embodied Cyberlearning Platform for Gestural Interaction with Cross–Cutting Science Concepts. Mind, Brain, and Education, 2019, 13, 53-61.	1.9	15
15	Creative Content Management: Importance, Novelty, and Affect as Design Heuristics for Learning Management Systems. IEEE Transactions on Professional Communication, 2017, 60, 183-200.	0.8	13
16	Empowering Digital Interactions with Real World Conversation. TechTrends, 2014, 58, 56-63.	2.3	12
17	Exploring Emergent Features of Student Interaction within an Embodied Science Learning Simulation. Multimodal Technologies and Interaction, 2018, 2, 39.	2.5	9
18	â€œI got to see, and I got to be a part of itâ€: How cued gesturing facilitates middleâ€school students' explanatory modeling of thermal conduction. Journal of Research in Science Teaching, 2021, 58, 1557-1589.	3.3	7

#	Article	IF	Citations
19	Design requirements for using embodied learning and whole-body metaphors in a mixed reality simulation game. , 2012, , .		6
20	Enacting orbits. , 2013, , .		5
21	Viewpoint, embodiment, and roles in STEM learning technologies. Educational Technology Research and Development, 2022, 70, 1009-1034.	2.8	4
22	A mixed reality system for teaching STEM content using embodied learning and whole-body metaphors. , 2012, , .		3
23	Learning and transfer effects of embodied simulations targeting crosscutting concepts in science.. Journal of Educational Psychology, 2022, 114, 462-481.	2.9	3
24	Inferences on enacted understanding: using immersive technologies to assess intuitive physical science knowledge. Information and Learning Science, 2021, 122, 503-524.	1.3	2
25	Learning With Media. Journal of Media Psychology, 2019, 31, 128-136.	1.0	2
26	An interactive cultural transect. Gifted Education International, 2012, 28, 84-95.	1.8	1
27	Track and feel: The effects of user-generated content on engagement and learning in video games. , 2013, , .		1
28	Developing an In-Application Shared View Metric to Capture Collaborative Learning in a Multi-Platform Astronomy Simulation. , 2021, , .		1
29	Embodiment and Embodied Design. , 2022, , 301-320.		1
30	Gestural Interactions of Embodied Educational Technology Using One-Shot Machine Learning. , 2017, , .		0
31	An interactive session using a tool to support distributed conversations around digital video. Computer-supported Collaborative Learning, 2007, , .	0.0	0
32	Mixed Reality Space Travel for Physics Learning. Lecture Notes in Computer Science, 2013, , 162-169.	1.3	0
33	Considerations for the Design of Gesture-Augmented Learning Environments. , 2017, , 1-21.		0
34	Embodying Climate Change: Incorporating Full Body Tracking in the Design of an Interactive Rates of Change Greenhouse Gas Simulation. Communications in Computer and Information Science, 2018, , 23-35.	0.5	0
35	Embodiment and technology-enhanced learning environments. , 2018, , 173-191.		0