

Igor Stefan Mayer

List of Publications by Year in descending order

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Version: 2024-02-01

31
papers

937
citations

471509

17
h-index

477307

29
g-index

32
all docs

32
docs citations

32
times ranked

911
citing authors

#	ARTICLE	IF	CITATIONS
1	Serious gaming to stimulate participatory urban tourism planning. <i>Journal of Sustainable Tourism</i> , 2022, 30, 2167-2186.	9.2	12
2	Communicating Maritime Spatial Planning: The MSP Challenge approach. <i>Marine Policy</i> , 2021, 132, 103486.	3.2	19
3	The Smart City Hospitality Framework: Creating a foundation for collaborative reflections on overtourism that support destination design. <i>Journal of Destination Marketing & Management</i> , 2021, 19, 100376.	5.3	34
4	Managing Competing Values in Sustainable Urban Tourism: A Simulation-Gaming Approach. <i>Lecture Notes in Computer Science</i> , 2021, , 221-234.	1.3	0
5	Food-Web Modeling in the Maritime Spatial Planning Challenge Simulation Platform: Results from the Baltic Sea Region. <i>Lecture Notes in Computer Science</i> , 2021, , 290-305.	1.3	1
6	Identifying stakeholder perspectives and worldviews on sustainable urban tourism development using a Q-sort methodology. <i>Current Issues in Tourism</i> , 2021, 24, 520-535.	7.2	23
7	Gamification of production and logistics operations: Status quo and future directions. <i>Journal of Business Research</i> , 2020, 106, 331-340.	10.2	96
8	Conscientiousness in Game-Based Learning. <i>Simulation and Gaming</i> , 2020, 51, 712-734.	1.9	10
9	The Potential of Serious Games to Solve Water Problems: Editorial to the Special Issue on Game-Based Approaches to Sustainable Water Governance. <i>Water (Switzerland)</i> , 2019, 11, 2562.	2.7	15
10	Serious Games as Planning Support Systems: Learning from Playing Maritime Spatial Planning Challenge 2050. <i>Water (Switzerland)</i> , 2018, 10, 1786.	2.7	15
11	Assessment of Teams in a Digital Game Environment. <i>Simulation and Gaming</i> , 2018, 49, 602-619.	1.9	15
12	The "Living Q&A" An Interactive Method for Actor Engagement in Transnational Marine Spatial Planning. <i>Environments - MDPI</i> , 2018, 5, 87.	3.3	6
13	Socio-Psychological Perspectives on the Potential for Serious Games to Promote Transcendental Values in IWRM Decision-Making. <i>Water (Switzerland)</i> , 2018, 10, 1097.	2.7	14
14	Models, Simulations and Games for Water Management: A Comparative Q-Method Study in The Netherlands and China. <i>Water (Switzerland)</i> , 2018, 10, 10.	2.7	18
15	Stakeholder Engagement in Maritime Spatial Planning: The Efficacy of a Serious Game Approach. <i>Water (Switzerland)</i> , 2018, 10, 724.	2.7	34
16	Exploring the Potential Impact of Serious Games on Social Learning and Stakeholder Collaborations for Transboundary Watershed Management of the St. Lawrence River Basin. <i>Water (Switzerland)</i> , 2016, 8, 175.	2.7	67
17	A frameâ€reflective discourse analysis of serious games. <i>British Journal of Educational Technology</i> , 2016, 47, 342-357.	6.3	14
18	Design for Collaboration in Mixed Reality: Technical Challenges and Solutions. , 2016, , .		20

#	ARTICLE	IF	CITATIONS
19	A gamified collaborative course in entrepreneurship: Focus on objectives and tools. Computers in Human Behavior, 2015, 51, 1276-1283.	8.5	42
20	Multidisciplinary coordination of on-scene command teams in virtual emergency exercises. International Journal of Critical Infrastructure Protection, 2015, 9, 13-23.	4.6	5
21	The research and evaluation of serious games: Toward a comprehensive methodology. British Journal of Educational Technology, 2014, 45, 502-527.	6.3	180
22	Integrated, ecosystem-based Marine Spatial Planning: Design and results of a game-based, quasi-experiment. Ocean and Coastal Management, 2013, 82, 7-26.	4.4	25
23	Learning in a game-based virtual environment: a comparative evaluation in higher education. European Journal of Engineering Education, 2013, 38, 85-106.	2.3	38
24	Towards a Comprehensive Methodology for the Research and Evaluation of Serious Games. Procedia Computer Science, 2012, 15, 233-247.	2.0	68
25	Understanding Complex Adaptive Systems by Playing Games. Informatics in Education, 2010, 9, 1-18.	2.2	23
26	Build your seaport in a game and learn about complex systems. Journal of Design Research, 2006, 5, 273.	0.1	37
27	Interactive Policy Development: Undermining or Sustaining Democracy?. Public Administration, 2005, 83, 179-199.	3.5	52
28	Guest editorial: Utilities deregulation and simulation. Simulation and Gaming, 2005, 36, 28-29.	1.9	3
29	Deregulation of utility industries and roles of simulation. Simulation and Gaming, 2005, 36, 30-44.	1.9	7
30	Combining GDSS and Gaming for Decision Support. Group Decision and Negotiation, 2004, 13, 223-241.	3.3	18
31	Stability and Flux in Foreign Affairs. Cooperation and Conflict, 2001, 36, 381-414.	1.2	23