# Richard Lamb

List of Publications by Year
in descending order

Source: https://exaly.com/author-pdf/5138982/publications.pdf

Version: 2024-02-01

| | | | |
|---|---|---|---|
| 45 papers | 1,117 citations | 430874 18 h-index | 434195 31 g-index |
| 46 all docs | 46 docs citations | 46 times ranked | 931 citing authors |

| # | Article | IF | Citations |
|---|---|---|---|
| 1 | A meta-analysis with examination of moderators of student cognition, affect, and learning outcomes while using serious educational games, serious games, and simulations. Computers in Human Behavior, 2018, 80, 158-167. | 8.5 | 195 |
| 2 | MEASURING SCIENCE INTEREST: RASCH VALIDATION OF THE SCIENCE INTEREST SURVEY. International Journal of Science and Mathematics Education, 2012, 10, 643-668. | 2.5 | 89 |
| 3 | Development of a cognition-priming model describing learning in a STEM classroom. Journal of Research in Science Teaching, 2015, 52, 410-437. | 3.3 | 80 |
| 4 | Examination of Variables That May Affect the Relationship Between Cognition and Functional Status in Individuals with Mild Cognitive Impairment: A Meta-Analysis. Archives of Clinical Neuropsychology, 2016, 31, acv089. | 0.5 | 67 |
| 5 | Development and Psychometric Properties of the Instrumental Activities of Daily Living: Compensation Scale. Archives of Clinical Neuropsychology, 2014, 29, 776-792. | 0.5 | 66 |
| 6 | Comparison of virtual reality and hands on activities in science education via functional near infrared spectroscopy. Computers and Education, 2018, 124, 14-26. | 8.3 | 62 |
| 7 | Science Teacher Efficacy and Extrinsic Factors Toward Professional Development Using Video Games in a Design-Based Research Model: The Next Generation of STEM Learning. Journal of Science Education and Technology, 2013, 22, 47-61. | 3.9 | 43 |
| 8 | Cognitive diagnostic like approaches using neural-network analysis ofÂserious educational videogames. Computers and Education, 2014, 70, 92-104. | 8.3 | 43 |
| 9 | Development of a Short-Form Measure of Science and Technology Self-efficacy Using Rasch Analysis. Journal of Science Education and Technology, 2014, 23, 641-657. | 3.9 | 37 |
| 10 | The Use of Online Modules and the Effect on Student Outcomes in a High School Chemistry Class. Journal of Science Education and Technology, 2013, 22, 603-613. | 3.9 | 34 |
| 11 | Virtual Reality Simulation: Effects on Academic Performance Within Two Domains of Writing in Science. Journal of Science Education and Technology, 2019, 28, 371-381. | 3.9 | 26 |
| 12 | Virtual reality tour for first-time users of highly automated cars: Comparing the effects of virtual environments with different levels of interaction fidelity. Applied Ergonomics, 2021, 90, 103226. | 3.1 | 25 |
| 13 | Safe science classrooms: Teacher training through serious educational games. Information Sciences, 2014, 264, 61-74. | 6.9 | 24 |
| 14 | Examination of the Effects of Dimensionality on Cognitive Processing in Science: A Computational Modeling Experiment Comparing Online Laboratory Simulations and Serious Educational Games. Journal of Science Education and Technology, 2016, 25, 1-15. | 3.9 | 24 |
| 15 | Virtual Reality: a Tool for Preservice Science Teachers to Put Theory into Practice. Journal of Science Education and Technology, 2020, 29, 573-585. | 3.9 | 23 |
| 16 | A computational modeling of student cognitive processes in science education. Computers and Education, 2014, 79, 116-125. | 8.3 | 22 |
| 17 | Validation of a Measure of STEM Interest for Adolescents. International Journal of Science and Mathematics Education, 2020, 18, 279-293. | 2.5 | 22 |
| 18 | The gorilla in the room: The impacts of video-game play on visual attention. Computers in Human Behavior, 2013, 29, 2183-2187. | 8.5 | 20 |

| # | Article | IF | Citations |
|---|---|---|---|
| 19 | Examination of allostasis and online laboratory simulations in a middle school science classroom. Computers in Human Behavior, 2014, 39, 224-234. | 8.5 | 20 |
| 20 | Virtual Reality Laboratories: A Way Forward for Schools?. Eurasia Journal of Mathematics, Science and Technology Education, 2020, 16, em1856. | 1.3 | 18 |
| 21 | Virtual Reality Simulations and Writing: a Neuroimaging Study in Science Education. Journal of Science Education and Technology, 2019, 28, 542-552. | 3.9 | 15 |
| 22 | Examination of the Nonlinear Dynamic Systems Associated with Science Student Cognition While Engaging in Science Information Processing. International Journal of Science and Mathematics Education, 2016, 14, 187-205. | 2.5 | 14 |
| 23 | Psychosocial factors impacting STEM career selection. Journal of Educational Research, 2018, 111, 446-458. | 1.6 | 14 |
| 24 | After-School and Informal STEM Projects: the Effect of Participant Self-Selection. Journal of Science Education and Technology, 2018, 27, 248-255. | 3.9 | 13 |
| 25 | Computational Modeling of the Effects of the Science Writing Heuristic on Student Critical Thinking in Science Using Machine Learning. Journal of Science Education and Technology, 2021, 30, 283-297. | 3.9 | 13 |
| 26 | Podcasts on Mobile Devices as a Read-Aloud Testing Accommodation in Middle School Science Assessment. Journal of Science Education and Technology, 2016, 25, 263-273. | 3.9 | 12 |
| 27 | Computational Modeling of Teaching and Learning through Application of Evolutionary Algorithms. Computation, 2015, 3, 427-443. | 2.0 | 11 |
| 28 | Conditional cooperators: student prosocial dispositions and their perceptions of the classroom social environment. Learning Environments Research, 2018, 21, 229-244. | 2.8 | 10 |
| 29 | Examining human behavior in video games: The development of a computational model to measure aggression. Social Neuroscience, 2018, 13, 301-317. | 1.3 | 8 |
| 30 | Examination of the role of training and fidelity of implementation in the use of assistive communications for children with autism spectrum disorder: a metaâ€analysis of the Picture Exchange Communication System. British Journal of Special Education, 2018, 45, 454-472. | 0.4 | 8 |
| 31 | The Cooperative Classroom Environment Measure (CCEM): Refining a Measure that Assesses Factors Motivating Student Prosociality. International Journal of Science and Mathematics Education, 2018, 16, 677-697. | 2.5 | 7 |
| 32 | Development and psychometric properties of the Healthy Aging Activity Engagement Scale (HAAE). Aging and Mental Health, 2019, 23, 357-364. | 2.8 | 7 |
| 33 | A computational model of student cognitive processes while solving a critical thinking problem in science. Journal of Educational Research, 2019, 112, 243-254. | 1.6 | 6 |
| 34 | Project-Based Learning Progressions: Identifying the Nodes of Learning in a Project-Based Environment. , 2019, , 163-181. | | 6 |
| 35 | The interface of creativity, fluency, lateral thinking, and technology while designing Serious Educational Games in a science classroom. Electronic Journal of Research in Educational Psychology, 2017, 13, 219-242. | 0.6 | 6 |
| 36 | Contributions of language-specific and metacognitive skills to science reading comprehension of middle school English learners. Bilingual Research Journal, 2019, 42, 150-163. | 1.2 | 5 |

| # | Article | IF | Citations |
|---|---|---|---|
| 37 | Psychological Allostatic Load: the Cost of Persistence in STEM Disciplines. Research in Science Education, 2022, 52, 1187-1206. | 2.3 | 5 |
| 38 | Real-time prediction of science student learning outcomes using machine learning classification of hemodynamics during virtual reality and online learning sessions. Computers and Education Artificial Intelligence, 2022, 3, 100078. | 10.8 | 4 |
| 39 | A computational modeling of rapid attitude formation during surveys about immigrants and immigration. Computers in Human Behavior, 2016, 63, 179-188. | 8.5 | 3 |
| 40 | Virtual reality enhanced Dialectical behavioural therapy. British Journal of Guidance and Counselling, 0, , 1-22. | 1.2 | 3 |
| 41 | Virtual Reality to Train Preservice Teachers. Advances in Game-based Learning, 2020, , 141-154. | 0.3 | 2 |
| 42 | Science Teacher Education as a Way Forward for Medical Schools: A Case for Medical Pedagogical Content Knowledge. Journal of Science Teacher Education, 2018, 29, 173-178. | 2.5 | 1 |
| 43 | The Application of Multiobjective Evolutionary Algorithms to an Educational Computational Model of Science Information Processing: a Computational Experiment in Science Education. International Journal of Science and Mathematics Education, 2017, 15, 473-486. | 2.5 | 0 |
| 44 | Cognitive Modeling of Learning Using Big Data From a Science-Based Game Development Environment. International Journal of Game-Based Learning, 2020, 10, 22-39. | 1.4 | 0 |
| 45 | Virtual Reality Simulations in Science Education. Advances in Educational Technologies and Instructional Design Book Series, 2021, , 289-313. | 0.2 | 0 |