

Richard Lamb

List of Publications by Year in descending order

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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	Psychological Allostatic Load: the Cost of Persistence in STEM Disciplines. <i>Research in Science Education</i> , 2022, 52, 1187-1206.	2.3	5
2	Real-time prediction of science student learning outcomes using machine learning classification of hemodynamics during virtual reality and online learning sessions. <i>Computers and Education Artificial Intelligence</i> , 2022, 3, 100078.	10.8	4
3	Virtual reality tour for first-time users of highly automated cars: Comparing the effects of virtual environments with different levels of interaction fidelity. <i>Applied Ergonomics</i> , 2021, 90, 103226.	3.1	25
4	Computational Modeling of the Effects of the Science Writing Heuristic on Student Critical Thinking in Science Using Machine Learning. <i>Journal of Science Education and Technology</i> , 2021, 30, 283-297.	3.9	13
5	Virtual Reality Simulations in Science Education. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , 2021, , 289-313.	0.2	0
6	Validation of a Measure of STEM Interest for Adolescents. <i>International Journal of Science and Mathematics Education</i> , 2020, 18, 279-293.	2.5	22
7	Cognitive Modeling of Learning Using Big Data From a Science-Based Game Development Environment. <i>International Journal of Game-Based Learning</i> , 2020, 10, 22-39.	1.4	0
8	Virtual Reality: a Tool for Preservice Science Teachers to Put Theory into Practice. <i>Journal of Science Education and Technology</i> , 2020, 29, 573-585.	3.9	23
9	Virtual Reality Laboratories: A Way Forward for Schools?. <i>Eurasia Journal of Mathematics, Science and Technology Education</i> , 2020, 16, em1856.	1.3	18
10	Virtual Reality to Train Preservice Teachers. <i>Advances in Game-based Learning</i> , 2020, , 141-154.	0.3	2
11	Contributions of language-specific and metacognitive skills to science reading comprehension of middle school English learners. <i>Bilingual Research Journal</i> , 2019, 42, 150-163.	1.2	5
12	Virtual Reality Simulations and Writing: a Neuroimaging Study in Science Education. <i>Journal of Science Education and Technology</i> , 2019, 28, 542-552.	3.9	15
13	Virtual Reality Simulation: Effects on Academic Performance Within Two Domains of Writing in Science. <i>Journal of Science Education and Technology</i> , 2019, 28, 371-381.	3.9	26
14	A computational model of student cognitive processes while solving a critical thinking problem in science. <i>Journal of Educational Research</i> , 2019, 112, 243-254.	1.6	6
15	Project-Based Learning Progressions: Identifying the Nodes of Learning in a Project-Based Environment. , 2019, , 163-181.		6
16	Development and psychometric properties of the Healthy Aging Activity Engagement Scale (HAAE). <i>Aging and Mental Health</i> , 2019, 23, 357-364.	2.8	7
17	Examining human behavior in video games: The development of a computational model to measure aggression. <i>Social Neuroscience</i> , 2018, 13, 301-317.	1.3	8
18	The Cooperative Classroom Environment Measure (CCEM): Refining a Measure that Assesses Factors Motivating Student Prosociality. <i>International Journal of Science and Mathematics Education</i> , 2018, 16, 677-697.	2.5	7

#	ARTICLE	IF	CITATIONS
19	Psychosocial factors impacting STEM career selection. <i>Journal of Educational Research</i> , 2018, 111, 446-458.	1.6	14
20	A meta-analysis with examination of moderators of student cognition, affect, and learning outcomes while using serious educational games, serious games, and simulations. <i>Computers in Human Behavior</i> , 2018, 80, 158-167.	8.5	195
21	Conditional cooperators: student prosocial dispositions and their perceptions of the classroom social environment. <i>Learning Environments Research</i> , 2018, 21, 229-244.	2.8	10
22	After-School and Informal STEM Projects: the Effect of Participant Self-Selection. <i>Journal of Science Education and Technology</i> , 2018, 27, 248-255.	3.9	13
23	Examination of the role of training and fidelity of implementation in the use of assistive communications for children with autism spectrum disorder: a meta-analysis of the Picture Exchange Communication System. <i>British Journal of Special Education</i> , 2018, 45, 454-472.	0.4	8
24	Comparison of virtual reality and hands on activities in science education via functional near infrared spectroscopy. <i>Computers and Education</i> , 2018, 124, 14-26.	8.3	62
25	Science Teacher Education as a Way Forward for Medical Schools: A Case for Medical Pedagogical Content Knowledge. <i>Journal of Science Teacher Education</i> , 2018, 29, 173-178.	2.5	1
26	The Application of Multiobjective Evolutionary Algorithms to an Educational Computational Model of Science Information Processing: a Computational Experiment in Science Education. <i>International Journal of Science and Mathematics Education</i> , 2017, 15, 473-486.	2.5	0
27	The interface of creativity, fluency, lateral thinking, and technology while designing Serious Educational Games in a science classroom. <i>Electronic Journal of Research in Educational Psychology</i> , 2017, 13, 219-242.	0.6	6
28	A computational modeling of rapid attitude formation during surveys about immigrants and immigration. <i>Computers in Human Behavior</i> , 2016, 63, 179-188.	8.5	3
29	Examination of the Effects of Dimensionality on Cognitive Processing in Science: A Computational Modeling Experiment Comparing Online Laboratory Simulations and Serious Educational Games. <i>Journal of Science Education and Technology</i> , 2016, 25, 1-15.	3.9	24
30	Podcasts on Mobile Devices as a Read-Aloud Testing Accommodation in Middle School Science Assessment. <i>Journal of Science Education and Technology</i> , 2016, 25, 263-273.	3.9	12
31	Examination of Variables That May Affect the Relationship Between Cognition and Functional Status in Individuals with Mild Cognitive Impairment: A Meta-Analysis. <i>Archives of Clinical Neuropsychology</i> , 2016, 31, acv089.	0.5	67
32	Examination of the Nonlinear Dynamic Systems Associated with Science Student Cognition While Engaging in Science Information Processing. <i>International Journal of Science and Mathematics Education</i> , 2016, 14, 187-205.	2.5	14
33	Computational Modeling of Teaching and Learning through Application of Evolutionary Algorithms. <i>Computation</i> , 2015, 3, 427-443.	2.0	11
34	Development of a cognition-priming model describing learning in a STEM classroom. <i>Journal of Research in Science Teaching</i> , 2015, 52, 410-437.	3.3	80
35	Cognitive diagnostic like approaches using neural-network analysis of serious educational videogames. <i>Computers and Education</i> , 2014, 70, 92-104.	8.3	43
36	Development and Psychometric Properties of the Instrumental Activities of Daily Living: Compensation Scale. <i>Archives of Clinical Neuropsychology</i> , 2014, 29, 776-792.	0.5	66

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37	Examination of allostasis and online laboratory simulations in a middle school science classroom. Computers in Human Behavior, 2014, 39, 224-234.	8.5	20
38	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
39	A computational modeling of student cognitive processes in science education. Computers and Education, 2014, 79, 116-125.	8.3	22
40	Safe science classrooms: Teacher training through serious educational games. Information Sciences, 2014, 264, 61-74.	6.9	24
41	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
42	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
43	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
44	MEASURING SCIENCE INTEREST: RASCH VALIDATION OF THE SCIENCE INTEREST SURVEY. International Journal of Science and Mathematics Education, 2012, 10, 643-668.	2.5	89
45	Virtual reality enhanced Dialectical behavioural therapy. British Journal of Guidance and Counselling, 0, , 1-22.	1.2	3