

Ian Dunwell

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5997034/publications.pdf>

Version: 2024-02-01

52
papers

1,083
citations

759055

12
h-index

677027

22
g-index

54
all docs

54
docs citations

54
times ranked

1110
citing authors

#	ARTICLE	IF	CITATIONS
1	Serious gaming technology in major incident triage training: A pragmatic controlled trial. Resuscitation, 2010, 81, 1175-1179.	1.3	179
2	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
3	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
4	Assessing NeuroSky™s Usability to Detect Attention Levels in an Assessment Exercise. Lecture Notes in Computer Science, 2009, , 149-158.	1.0	100
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	Board Games for Health: A Systematic Literature Review and Meta-Analysis. Games for Health Journal, 2019, 8, 85-100.	1.1	49
7	Implementing Adaptive Game Difficulty Balancing in Serious Games. IEEE Transactions on Games, 2019, 11, 320-327.	1.2	40
8	An Engine Selection Methodology for High Fidelity Serious Games. , 2010, , .		35
9	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
10	E-commerce transactions in a virtual environment: virtual transactions. Electronic Commerce Research, 2012, 12, 379-407.	3.0	33
11	Serious Gaming for Behavior Change: The State of Play. IEEE Pervasive Computing, 2013, 12, 48-55.	1.1	24
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	Complete Motion Control of a Serious Game against Obesity in Children. , 2011, , .		16
16	A Level of Interaction Framework for Exploratory Learning with Characters in Virtual Environments. Studies in Computational Intelligence, 2010, , 123-143.	0.7	15
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

#	ARTICLE	IF	CITATIONS
19	Creating coherent incidental learning journeys on mobile devices through feedback and progress indicators. Qscience Proceedings, 2013, 2013, 13.	0.0	11
20	Guiding Intuitive Learning in Serious Games: An Achievement-Based Approach to Externalized Feedback and Assessment. , 2012, , .		10
21	Creating Coherent Incidental Learning Journeys on Smartphones Using Feedback and Progress Indicators. International Journal of Mobile and Blended Learning, 2014, 6, 75-92.	0.5	9
22	Levels of Interaction: A User-Guided Experience in Large-Scale Virtual Environments. , 2010, , .		7
23	PR:EPARe: A Game-Based Approach to Relationship Guidance for Adolescents. Procedia Computer Science, 2012, 15, 38-44.	1.2	7
24	Integrating Games into the Classroom. , 2013, , 114-135.		7
25	Scenario-based serious games repurposing. , 2011, , .		6
26	A mobile serious game for lifestyle change: Conveying nutritional knowledge and motivation through play. , 2015, , .		6
27	Fostering Engagement with Cultural Heritage Through Immersive VR and Gamification. Springer Series on Cultural Computing, 2020, , 301-321.	0.4	6
28	Advances in MASELTOV â€“ Serious Games in a Mobile Ecology of Services for Social Inclusion and Empowerment of Recent Immigrants. Lecture Notes in Computer Science, 2013, , 440-455.	1.0	6
29	Pegaso: A Serious Game to Prevent Obesity. Lecture Notes in Computer Science, 2014, , 427-435.	1.0	6
30	Translating open data to educational minigames. , 2016, , .		5
31	Building Social Communities around Alternate Reality Games. , 2011, , .		4
32	Raising awareness on sustainability issues through a mobile game. , 2014, , .		4
33	Fostering Science Teachers' Design for Inquiry-Based Learning by Using a Serious Game. , 2014, , .		4
34	A Serious Game for On-the-Ward Infection Control Awareness Training. Advances in Healthcare Information Systems and Administration Book Series, 0, , 233-246.	0.2	3
35	Towards Collaborative Complex Learning Objects by the Virtualization of Collaborative Sessions. Communications in Computer and Information Science, 2013, , 344-350.	0.4	3
36	The Open Innovation Exchange Platform: Experiences of Implementing a Business Community Engagement Platform for Channeling IP Development and Collaboration with Local Businesses. , 2013, , .		2

#	ARTICLE	IF	CITATIONS
37	Game-based lifestyle interventions for adolescents: An evidence-based approach. , 2014, , .		2
38	CC-LO: A New Type of Learning Object for the Virtualization of Live Collaborative Sessions. , 2011, , .		1
39	Prototyping a Cognitive Assessment System to Enrich the Virtualization of Collaborative Learning. , 2013, , .		1
40	Providing Career Guidance to Adolescents through Digital Games. International Journal of Game-Based Learning, 2014, 4, 58-70.	0.9	1
41	Green@CU: An environmental game for residential accommodation. , 2015, , .		1
42	A Game for Entrepreneurship Training Supporting Dual-Career Paths. Advances in Intelligent Systems and Computing, 2020, , 722-732.	0.5	1
43	Promoting Healthy Adolescent Lifestyles Through Serious Games: Enacting a Multidisciplinary Approach. , 2017, , 323-348.		1
44	Learning as Immersive Experience. , 0, , 15-30.		1
45	iSpace- Smart Monitoring of Higher and Further Institutions in UK. , 2010, , .		0
46	A Usability Evaluation of Game-Based Approaches Assessing Risk and Delayed Gratification. , 2014, , .		0
47	Facilitating Intuitive-Guided Learning in a Serious Game through Integration with a Learning Content Management System. , 2014, , .		0
48	The EN-Survival Game: An Environmental Game for Residential Accommodation. , 2021, , 87-106.		0
49	Conducting Ethical Research with a Game-Based Intervention for Groups at Risk of Social Exclusion. Lecture Notes in Computer Science, 2012, , 594-599.	1.0	0
50	THE GROWTH: An Environmental Game Focusing on Overpopulation Issues. Lecture Notes in Computer Science, 2014, , 210-221.	1.0	0
51	Providing Career Guidance to Adolescents through Digital Games. , 2015, , 1975-1989.		0
52	A Serious Game for On-the-Ward Infection Control Awareness Training. , 2015, , 1306-1319.		0