

Ian Dunwell

List of Publications by Year in descending order

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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	The EN-Survival Game: An Environmental Game for Residential Accommodation. , 2021, , 87-106.		0
2	A Game for Entrepreneurship Training Supporting Dual-Career Paths. Advances in Intelligent Systems and Computing, 2020, , 722-732.	0.5	1
3	Fostering Engagement with Cultural Heritage Through Immersive VR and Gamification. Springer Series on Cultural Computing, 2020, , 301-321.	0.4	6
4	Board Games for Health: A Systematic Literature Review and Meta-Analysis. Games for Health Journal, 2019, 8, 85-100.	1.1	49
5	Implementing Adaptive Game Difficulty Balancing in Serious Games. IEEE Transactions on Games, 2019, 11, 320-327.	1.2	40
6	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
7	Promoting Healthy Adolescent Lifestyles Through Serious Games: Enacting a Multidisciplinary Approach. , 2017, , 323-348.		1
8	Translating open data to educational minigames. , 2016, , .		5
9	A mobile serious game for lifestyle change: Conveying nutritional knowledge and motivation through play. , 2015, , .		6
10	Green@CU: An environmental game for residential accommodation. , 2015, , .		1
11	Foundations of dynamic learning analytics: Using university student data to increase retention. British Journal of Educational Technology, 2015, 46, 1175-1188.	3.9	97
12	Providing Career Guidance to Adolescents through Digital Games. , 2015, , 1975-1989.		0
13	A Serious Game for On-the-Ward Infection Control Awareness Training. , 2015, , 1306-1319.		0
14	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
15	Providing Career Guidance to Adolescents through Digital Games. International Journal of Game-Based Learning, 2014, 4, 58-70.	0.9	1
16	A game-based learning approach to road safety. , 2014, , .		19
17	A Usability Evaluation of Game-Based Approaches Assessing Risk and Delayed Gratification. , 2014, , .		0
18	Raising awareness on sustainability issues through a mobile game. , 2014, , .		4

#	ARTICLE	IF	CITATIONS
19	Game-based lifestyle interventions for adolescents: An evidence-based approach. , 2014, , .		2
20	Fostering Science Teachers' Design for Inquiry-Based Learning by Using a Serious Game. , 2014, , .		4
21	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
22	Facilitating Intuitive-Guided Learning in a Serious Game through Integration with a Learning Content Management System. , 2014, , .		0
23	Pegaso: A Serious Game to Prevent Obesity. Lecture Notes in Computer Science, 2014, , 427-435.	1.0	6
24	THE GROWTH: An Environmental Game Focusing on Overpopulation Issues. Lecture Notes in Computer Science, 2014, , 210-221.	1.0	0
25	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
26	Prototyping a Cognitive Assessment System to Enrich the Virtualization of Collaborative Learning. , 2013, , .		1
27	The Open Innovation Exchange Platform: Experiences of Implementing a Business Community Engagement Platform for Channeling IP Development and Collaboration with Local Businesses. , 2013, , .		2
28	Serious Gaming for Behavior Change: The State of Play. IEEE Pervasive Computing, 2013, 12, 48-55.	1.1	24
29	The Herbert Virtual Museum. Journal of Electrical and Computer Engineering, 2013, 2013, 1-8.	0.6	18
30	MeTycoon: A game-based approach to career guidance. , 2013, , .		13
31	Creating coherent incidental learning journeys on mobile devices through feedback and progress indicators. Qscience Proceedings, 2013, 2013, 13.	0.0	11
32	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
33	Integrating Games into the Classroom. , 2013, , 114-135.		7
34	Towards Collaborative Complex Learning Objects by the Virtualization of Collaborative Sessions. Communications in Computer and Information Science, 2013, , 344-350.	0.4	3
35	Guiding Intuitive Learning in Serious Games: An Achievement-Based Approach to Externalized Feedback and Assessment. , 2012, , .		10
36	PR:EPARe: A Game-Based Approach to Relationship Guidance for Adolescents. Procedia Computer Science, 2012, 15, 38-44.	1.2	7

#	ARTICLE	IF	CITATIONS
37	E-commerce transactions in a virtual environment: virtual transactions. <i>Electronic Commerce Research</i> , 2012, 12, 379-407.	3.0	33
38	Conducting Ethical Research with a Game-Based Intervention for Groups at Risk of Social Exclusion. <i>Lecture Notes in Computer Science</i> , 2012, , 594-599.	1.0	0
39	Building Social Communities around Alternate Reality Games. , 2011, , .		4
40	CC-LO: A New Type of Learning Object for the Virtualization of Live Collaborative Sessions. , 2011, , .		1
41	Blended Game-Based Learning Environments: Extending a Serious Game into a Learning Content Management System. , 2011, , .		20
42	Scenario-based serious games repurposing. , 2011, , .		6
43	Complete Motion Control of a Serious Game against Obesity in Children. , 2011, , .		16
44	Enhancing Learning in Distributed Virtual Worlds through Touch: A Browser-based Architecture for Haptic Interaction. , 2011, , 149-167.		12
45	Serious gaming technology in major incident triage training: A pragmatic controlled trial. <i>Resuscitation</i> , 2010, 81, 1175-1179.	1.3	179
46	An Engine Selection Methodology for High Fidelity Serious Games. , 2010, , .		35
47	iSpace- Smart Monitoring of Higher and Further Institutions in UK. , 2010, , .		0
48	Levels of Interaction: A User-Guided Experience in Large-Scale Virtual Environments. , 2010, , .		7
49	A Level of Interaction Framework for Exploratory Learning with Characters in Virtual Environments. <i>Studies in Computational Intelligence</i> , 2010, , 123-143.	0.7	15
50	Assessing NeuroSky's Usability to Detect Attention Levels in an Assessment Exercise. <i>Lecture Notes in Computer Science</i> , 2009, , 149-158.	1.0	100
51	A Serious Game for On-the-Ward Infection Control Awareness Training. <i>Advances in Healthcare Information Systems and Administration Book Series</i> , 0, , 233-246.	0.2	3
52	Learning as Immersive Experience. , 0, , 15-30.		1