Kristina N Bauer

List of Publications by Year
in descending order

20 papers	1,065 citations	840776 11 h-index	996975 15 g-index
21 all docs	21 docs citations	21 times ranked	1037 citing authors

#	Article	IF	Citations
1	Gamification of task performance with leaderboards: A goal setting experiment. Computers in Human Behavior, 2017, 71, 508-515.	8.5	248
2	Self-Assessment of Knowledge: A Cognitive Learning or Affective Measure?. Academy of Management Learning and Education, 2010, 9, 169-191.	2.5	213
3	Self-Assessment of Knowledge: A Cognitive Learning or Affective Measure?. Academy of Management Learning and Education, 2010, 9, 169-191.	2.5	132
4	School burnout: Diminished academic and cognitive performance. Learning and Individual Differences, 2015, 42, 126-131.	2.7	104
5	Psychological Theory and the Gamification of Learning. , 2015, , 165-186.		91
6	Re-examination of Motivation in Learning Contexts: Meta-analytically Investigating the Role Type of Motivation Plays in the Prediction of Key Training Outcomes. Journal of Business and Psychology, 2016, 31, 33-50.	4.0	50
7	The effects of technical difficulties on learning and attrition during online training.. Journal of Experimental Psychology: Applied, 2010, 16, 281-292.	1.2	44
8	How to Avoid the Dark Side of Gamification: Ten Business Scenarios and Their Unintended Consequences. , 2015, , 553-568.		41
9	Emotion regulation and academic underperformance: The role of school burnout. Learning and Individual Differences, 2017, 60, 1-9.	2.7	40
10	Intention to Enact and Enactment of Gatekeeper Behaviors for Suicide Prevention: an Application of the Theory of Planned Behavior. Prevention Science, 2017, 18, 704-715.	2.6	39
11	School burnout is related to sleep quality and perseverative cognition regulation at bedtime in young adults. Learning and Individual Differences, 2020, 78, 101821.	2.7	19
12	Interaction Among Self-Efficacy, Goal Orientation, and Unrealistic Goal-Setting on Videogame-Based Training Performance. Military Psychology, 2012, 24, 1-18.	1.1	16
13	Using Adaptive Difficulty to Optimize Videogame-Based Training Performance: The Moderating Role of Personality. Military Psychology, 2012, 24, 148-165.	1.1	13
14	An Examination and Extension of the Theory of Gamified Learning: The Moderating Role of Goal Orientation. Simulation and Gaming, 2020, , 104687812095874.	1.9	6
15	Work-life job analysis: Applying a classic tool to address a contemporary issue.. Psychologist-Manager Journal, 2009, 12, 252-274.	0.3	5
16	The Impact of Environmental Factors on Transfer of Training Over Time. Proceedings - Academy of Management, 2014, 2014, 17202.	0.1	3
17	Don't Get Too Confident: Uncertainty in SDï. Industrial and Organizational Psychology, 2017, 10, 467-472.	0.6	1
18	Teaching with games and gamification: best practices and future research needs. , 2020, , .		0

#	Article	IF	Citations
19	Self-Assessment One More Time: With Gratitude and an Eye Toward the Future.. Academy of Management Learning and Education, 2010, 9, 348-352.	2.5	0
20	Self-Assessment One More Time: With Gratitude and an Eye Toward the Future. Academy of Management Learning and Education, 2010, 9, 348-352.	2.5	0