

# Kristina N Bauer

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6060521/publications.pdf>

Version: 2024-02-01

19  
papers

1,065  
citations

949033

11  
h-index

1113639

15  
g-index

21  
all docs

21  
docs citations

21  
times ranked

1131  
citing authors

#	ARTICLE	IF	CITATIONS
1	An Examination and Extension of the Theory of Gamified Learning: The Moderating Role of Goal Orientation. <i>Simulation and Gaming</i> , 2020, , 104687812095874.	1.2	6
2	Teaching with games and gamification: best practices and future research needs. , 2020, , .		0
3	School burnout is related to sleep quality and perseverative cognition regulation at bedtime in young adults. <i>Learning and Individual Differences</i> , 2020, 78, 101821.	1.5	19
4	Gamification of task performance with leaderboards: A goal setting experiment. <i>Computers in Human Behavior</i> , 2017, 71, 508-515.	5.1	248
5	Intention to Enact and Enactment of Gatekeeper Behaviors for Suicide Prevention: an Application of the Theory of Planned Behavior. <i>Prevention Science</i> , 2017, 18, 704-715.	1.5	39
6	Emotion regulation and academic underperformance: The role of school burnout. <i>Learning and Individual Differences</i> , 2017, 60, 1-9.	1.5	40
7	Don't Get Too Confident: Uncertainty in SDI. <i>Industrial and Organizational Psychology</i> , 2017, 10, 467-472.	0.5	1
8	Re-examination of Motivation in Learning Contexts: Meta-analytically Investigating the Role Type of Motivation Plays in the Prediction of Key Training Outcomes. <i>Journal of Business and Psychology</i> , 2016, 31, 33-50.	2.5	50
9	Psychological Theory and the Gamification of Learning. , 2015, , 165-186.		91
10	School burnout: Diminished academic and cognitive performance. <i>Learning and Individual Differences</i> , 2015, 42, 126-131.	1.5	104
11	How to Avoid the Dark Side of Gamification: Ten Business Scenarios and Their Unintended Consequences. , 2015, , 553-568.		41
12	The Impact of Environmental Factors on Transfer of Training Over Time. <i>Proceedings - Academy of Management</i> , 2014, 2014, 17202.	0.0	3
13	Using Adaptive Difficulty to Optimize Videogame-Based Training Performance: The Moderating Role of Personality. <i>Military Psychology</i> , 2012, 24, 148-165.	0.7	13
14	Interaction Among Self-Efficacy, Goal Orientation, and Unrealistic Goal-Setting on Videogame-Based Training Performance. <i>Military Psychology</i> , 2012, 24, 1-18.	0.7	16
15	The effects of technical difficulties on learning and attrition during online training.. <i>Journal of Experimental Psychology: Applied</i> , 2010, 16, 281-292.	0.9	44
16	Self-Assessment of Knowledge: A Cognitive Learning or Affective Measure?. <i>Academy of Management Learning and Education</i> , 2010, 9, 169-191.	1.6	213
17	Self-Assessment One More Time: With Gratitude and an Eye Toward the Future.. <i>Academy of Management Learning and Education</i> , 2010, 9, 348-352.	1.6	0
18	Self-Assessment One More Time: With Gratitude and an Eye Toward the Future. <i>Academy of Management Learning and Education</i> , 2010, 9, 348-352.	1.6	0

#	ARTICLE	IF	CITATIONS
19	Work-life job analysis: Applying a classic tool to address a contemporary issue.. Psychologist-Manager Journal, 2009, 12, 252-274.	0.3	5