

# Maggi Savin-Baden

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6263436/publications.pdf>

Version: 2024-02-01

80  
papers

1,536  
citations

430754

18  
h-index

454834

30  
g-index

91  
all docs

91  
docs citations

91  
times ranked

1107  
citing authors

#	ARTICLE	IF	CITATIONS
1	Alienation, agency and authenticity: a synthesis of the literature on student engagement. <i>Teaching in Higher Education</i> , 2013, 18, 311-326.	1.7	107
2	Narrative Inquiry: Theory and Practice. <i>Journal of Geography in Higher Education</i> , 2007, 31, 459-472.	1.4	87
3	Virtual patients in a virtual world: Training paramedic students for practice. <i>Medical Teacher</i> , 2009, 31, 713-720.	1.0	87
4	A Practical Guide to Problem-Based Learning Online. , 0, , .		80
5	A Practical Guide to Arts-related Research. , 2014, , .		72
6	Situating pedagogies, positions and practices in immersive virtual worlds. <i>Educational Research</i> , 2010, 52, 123-133.	0.9	57
7	Staff Development in Problem-based Learning. <i>Teaching in Higher Education</i> , 2000, 5, 107-126.	1.7	52
8	Mapping Learning and Game Mechanics for Serious Games Analysis in Engineering Education. <i>IEEE Transactions on Emerging Topics in Computing</i> , 2017, 5, 77-83.	3.2	50
9	Exploring and Implementing Participatory Action Research. <i>Journal of Geography in Higher Education</i> , 2007, 31, 331-343.	1.4	47
10	Integration of qualitative evidence: towards construction of academic knowledge in social science and professional fields. <i>Qualitative Research</i> , 2011, 11, 645-663.	2.2	46
11	The problem of projects: understanding the theoretical underpinnings of project-led PBL. <i>London Review of Education</i> , 0, 11, .	1.3	44
12	Modernising Fieldwork, Part 2: Realising the New Agenda. <i>British Journal of Occupational Therapy</i> , 2002, 65, 275-282.	0.5	36
13	Evaluating a <i>Second Life</i> Problem-Based Learning (PBL) demonstrator project: what can we learn?. <i>Interactive Learning Environments</i> , 2014, 22, 125-141.	4.4	36
14	Virtual Humans. , 0, , .		36
15	Blended learning in health education: three case studies. <i>Perspectives on Medical Education</i> , 2022, 3, 278-288.	1.8	31
16	Learning spaces, agency and notions of improvement: what influences thinking and practices about teaching and learning in higher education? An interpretive meta-ethnography. <i>London Review of Education</i> , 0, 6, .	1.3	30
17	Using interpretative meta-ethnography to explore the relationship between innovative approaches to learning and their influence on faculty understanding of teaching. <i>Higher Education</i> , 2007, 54, 833-852.	2.8	29
18	Digital Immortality and Virtual Humans. <i>Postdigital Science and Education</i> , 2019, 1, 87-103.	4.3	27

#	ARTICLE	IF	CITATIONS
19	From cognitive capability to social reform? Shifting perceptions of learning in immersive virtual worlds. <i>Research in Learning Technology</i> , 2008, 16, .	2.3	27
20	Modernising Fieldwork, Part 1: Realising the Potential. <i>British Journal of Occupational Therapy</i> , 2002, 65, 229-236.	0.5	26
21	Disciplinary differences or modes of curriculum practice? Who promised to deliver what in problem-based learning?. <i>Biochemistry and Molecular Biology Education</i> , 2003, 31, 338-343.	0.5	26
22	Changelings and shape shifters? Identity play and pedagogical positioning of staff in immersive virtual worlds. <i>London Review of Education</i> , 0, 8, .	1.3	26
23	The Benefits to Young People Experiencing Psychosis, and Their Families, of an Early Intervention Programme: Evaluating a Service from the Consumers' and the Providers' Perspectives. <i>British Journal of Occupational Therapy</i> , 2001, 64, 58-65.	0.5	25
24	Priceless conceptual thresholds: beyond the 'stuck place' in writing. <i>London Review of Education</i> , 0, 7, .	1.3	24
25	ACHIEVING REFLEXIVITY: MOVING RESEARCHERS FROM ANALYSIS TO INTERPRETATION IN COLLABORATIVE INQUIRY. <i>Journal of Social Work Practice</i> , 2004, 18, 365-378.	0.6	23
26	An evaluation of implementing problem-based learning scenarios in an immersive virtual world. <i>International Journal of Medical Education</i> , 0, 2, 116-124.	0.6	23
27	Rethinking Learning in an Age of Digital Fluency. , 0, , .		21
28	Negotiating "Honesties"™ in the Research Process. <i>British Journal of Occupational Therapy</i> , 2002, 65, 191-193.	0.5	20
29	Enchantment - Disenchantment-Re-Enchantment: Postdigital Relationships between Science, Philosophy, and Religion. <i>Postdigital Science and Education</i> , 2021, 3, 934-965.	4.3	18
30	The Impact of Transdisciplinary Threshold Concepts on Student Engagement in Problem-Based Learning: A Conceptual Synthesis. <i>Interdisciplinary Journal of Problem-based Learning</i> , 2016, 10, .	0.2	18
31	Problem-Based Learning in Electronic Engineering: Locating Legends or Promising Problems?. <i>International Journal of Electrical Engineering and Education</i> , 2008, 45, 96-109.	0.4	17
32	Exploring and Implementing Participatory Action Synthesis. <i>Qualitative Inquiry</i> , 2012, 18, 689-698.	1.0	13
33	A Qualitative Research Synthesis Examining the Effectiveness of Interventions Used by Occupational Therapists in Mental Health. <i>British Journal of Occupational Therapy</i> , 2014, 77, 276-288.	0.5	13
34	Autonomy as both challenge and development in clinical education. <i>Learning, Culture and Social Interaction</i> , 2015, 5, 20-27.	1.1	13
35	The practice of thresholds: autonomy in clinical education explored through variation theory and the threshold concepts framework. <i>Teaching in Higher Education</i> , 2020, 25, 305-320.	1.7	13
36	The Problem-Based Learning Landscape. <i>Planet</i> , 2001, 4, 4-6.	0.1	12

#	ARTICLE	IF	CITATIONS
37	Implementing the liquid curriculum: the impact of virtual world learning on higher education. <i>Technology, Pedagogy and Education</i> , 2015, 24, 155-170.	3.3	12
38	Unpacking frames of reference to inform the design of virtual world learning in higher education. <i>Australasian Journal of Educational Technology</i> , 2012, 28, .	2.0	12
39	Postdigital Learning for a Changing Higher Education. <i>Postdigital Science and Education</i> , 2022, 4, 753-771.	4.3	12
40	Problem-Based Learning, Part 2: Understanding Learner Stances. <i>British Journal of Occupational Therapy</i> , 1997, 60, 531-536.	0.5	11
41	Problem-Based Learning, Part 3: Making Sense of and Managing Disjunction. <i>British Journal of Occupational Therapy</i> , 1998, 61, 13-16.	0.5	11
42	Exploring the relevance of qualitative research synthesis to higher education research and practice. <i>London Review of Education</i> , 0, 8, .	1.3	11
43	What Are Postdigital Humans?. <i>Postdigital Science and Education</i> , 2021, , 3-15.	2.0	11
44	Problem-Based Learning, Part 1: An Innovation Whose Time Has Come?. <i>British Journal of Occupational Therapy</i> , 1997, 60, 447-450.	0.5	9
45	Postdigital Afterlife?. <i>Postdigital Science and Education</i> , 2019, 1, 303-306.	4.3	9
46	â€˜Itâ€™s Almost like Talking to a Personâ€™. <i>International Journal of Mobile and Blended Learning</i> , 2013, 5, 78-93.	0.5	9
47	Ethical Conundrums and Virtual Humans. <i>Postdigital Science and Education</i> , 2020, 2, 289-301.	4.3	8
48	Postdigital Theologies: Technology, Belief and Practice. <i>Postdigital Science and Education</i> , 2021, 3, 679-685.	4.3	8
49	Beyond robotic wastelands of time: Abandoned pedagogical agents and <i>new</i> pedalled pedagogies. <i>E-Learning and Digital Media</i> , 2015, 12, 295-314.	1.5	7
50	The effectiveness of spinal cord injury ADL inpatient education on rehabilitation outcomes: A systematic review and meta-analysis. <i>British Journal of Occupational Therapy</i> , 2020, 83, 15-28.	0.5	7
51	Using Theatre and Performance for Promoting Health and Wellbeing amongst the 50+ Community: An Arts-informed Evaluation. <i>The International Journal of Social Political and Community Agendas in the Arts</i> , 2014, 8, 47-64.	0.1	7
52	What Is Real? Using Problem-Based Learning in Virtual Worlds. <i>Advances in Medical Education</i> , 2016, , 79-97.	0.4	6
53	Whose â€˜Evidenceâ€™ are We Applying?. <i>British Journal of Occupational Therapy</i> , 2001, 64, 213-213.	0.5	5
54	Spaces in between us: a qualitative study into the impact of spatial practice when learning in Second Life. <i>London Review of Education</i> , 0, 11, .	1.3	5

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55	An Evaluation of the Effectiveness of Using Pedagogical Agents for Teaching in Inclusive Ways. Perspectives on Rethinking and Reforming Education, 2019, , 117-134.	0.1	5
56	Why Collaborate when You can Cheat? Understanding Plagiarism in Occupational Therapy Education. British Journal of Occupational Therapy, 2005, 68, 11-16.	0.5	4
57	Fostering Science Teachers' Design for Inquiry-Based Learning by Using a Serious Game. , 2014, , .		4
58	Learning at the interstices; locating practical philosophies for understanding physical/virtual inter-spaces. Interactive Learning Environments, 2016, 24, 991-1003.	4.4	4
59	Group Dynamics and Disjunction in Problem-based Contexts. , 2000, , 87-106.		4
60	What Are Problem-Based Pedagogies?. Journal of Problem-Based Learning, 2020, 7, 3-10.	0.5	4
61	Finding and Creating Spaces of Innovation. Postdigital Science and Education, 0, , 1.	4.3	4
62	Voices from the Borderlands: Engaging with Qualitative Evidence-Based Practice. British Journal of Occupational Therapy, 2000, 63, 303-303.	0.5	3
63	Learning to use simple massage with disabled children: parents' experiences of a training and support programme. Learning in Health and Social Care, 2006, 5, 69-80.	0.6	2
64	Ethics in Arts-Related Research. , 2014, , 81-95.		2
65	Learning and teaching in Immersive Virtual Worlds. Research in Learning Technology, 2008, 16, , .	2.3	2
66	Understanding how to use problem-based learning effectively in remote and virtual labs. , 2012, , .		1
67	Arts-Related Research. , 2014, , 1-14.		1
68	Students' Experiences of Emotional Connection with Pedagogical Agents. , 2015, , 1380-1391.		1
69	Education and Big Data. , 2015, , 1-7.		1
70	â€ˆOh Mine's Still in the Plasticâ€™™: Reflections on the <i>British Journal of Occupational Therapy</i>. British Journal of Occupational Therapy, 2000, 63, 449-450.	0.5	0
71	What is a Literature Review: Ask the Audience or Phone a Friend?. British Journal of Occupational Therapy, 2002, 65, 535-535.	0.5	0
72	Nanotechnology, Cyberspace and BJOT Online. British Journal of Occupational Therapy, 2003, 66, 93-93.	0.5	0

#	ARTICLE	IF	CITATIONS
73	Identity Thresholds: Researching the Socio-Political Impact of Learning in Immersive Virtual Worlds. , 2011, , 63-75.		0
74	Lurking on the Threshold. , 2011, , 29-42.		0
75	Research Spaces. , 2011, , 93-103.		0
76	The History and Development of Arts-Related Research. , 2014, , 15-26.		0
77	What are Arts-Related Methods?. , 2014, , 45-62.		0
78	Undertaking Arts-Related Research. , 2014, , 27-43.		0
79	Pedagogies in Virtual Worlds. , 2016, , 397-420.		0
80	The Glow of Unwork? Issues of Portrayal in Arts-Related Research. LEARNing Landscapes, 2016, 9, 461-471.	0.1	0