Maggi Savin-Baden

List of Publications by Year
in descending order

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	Blended learning in health education: three case studies. Perspectives on Medical Education, 2022, 3, 278-288.	1.8	31
2	Postdigital Learning for a Changing Higher Education. Postdigital Science and Education, 2022, 4, 753-771.	4.3	12
3	Enchantment - Disenchantment-Re-Enchantment: Postdigital Relationships between Science, Philosophy, and Religion. Postdigital Science and Education, 2021, 3, 934-965.	4.3	18
4	What Are Postdigital Humans?. Postdigital Science and Education, 2021, , 3-15.	2.0	11
5	Postdigital Theologies: Technology, Belief and Practice. Postdigital Science and Education, 2021, 3, 679-685.	4.3	8
6	The practice of thresholds: autonomy in clinical education explored through variation theory and the threshold concepts framework. Teaching in Higher Education, 2020, 25, 305-320.	1.7	13
7	The effectiveness of spinal cord injury ADL inpatient education on rehabilitation outcomes: A systematic review and meta-analysis. British Journal of Occupational Therapy, 2020, 83, 15-28.	0.5	7
8	Ethical Conundrums and Virtual Humans. Postdigital Science and Education, 2020, 2, 289-301.	4.3	8
9	What Are Problem-Based Pedagogies?. Journal of Problem-Based Learning, 2020, 7, 3-10.	0.5	4
10	Postdigital Afterlife?. Postdigital Science and Education, 2019, 1, 303-306.	4.3	9
11	Digital Immortality and Virtual Humans. Postdigital Science and Education, 2019, 1, 87-103.	4.3	27
12	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
13	Mapping Learning and Game Mechanics for Serious Games Analysis in Engineering Education. IEEE Transactions on Emerging Topics in Computing, 2017, 5, 77-83.	3.2	50
14	Learning at the interstices; locating practical philosophies for understanding physical/virtual inter-spaces. Interactive Learning Environments, 2016, 24, 991-1003.	4.4	4
15	What Is Real? Using Problem-Based Learning in Virtual Worlds. Advances in Medical Education, 2016, , 79-97.	0.4	6
16	The Impact of Transdisciplinary Threshold Concepts on Student Engagement in Problem-Based Learning: A Conceptual Synthesis. Interdisciplinary Journal of Problem-based Learning, 2016, 10, .	0.2	18
17	Pedagogies in Virtual Worlds. , 2016, , 397-420.		0
18	The Glow of Unwork? Issues of Portrayal in Arts-Related Research. LEARNing Landscapes, 2016, 9, 461-471.	0.1	0

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19	Beyond robotic wastelands of time: Abandoned pedagogical agents and *new* pedalled pedagogies. E-Learning and Digital Media, 2015, 12, 295-314.	1.5	7
20	Autonomy as both challenge and development in clinical education. Learning, Culture and Social Interaction, 2015, 5, 20-27.	1.1	13
21	Implementing the liquid curriculum: the impact of virtual world learning on higher education. Technology, Pedagogy and Education, 2015, 24, 155-170.	3.3	12
22	Students' Experiences of Emotional Connection with Pedagogical Agents. , 2015, , 1380-1391.		1
23	Education and Big Data. , 2015, , 1-7.		1
24	Evaluating a *Second Life* Problem-Based Learning (PBL) demonstrator project: what can we learn?. Interactive Learning Environments, 2014, 22, 125-141.	4.4	36
25	A Practical Guide to Arts-related Research. , 2014, , .		72
26	Fostering Science Teachers' Design for Inquiry-Based Learning by Using a Serious Game. , 2014, , .		4
27	A Qualitative Research Synthesis Examining the Effectiveness of Interventions Used by Occupational Therapists in Mental Health. British Journal of Occupational Therapy, 2014, 77, 276-288.	0.5	13
28	Arts-Related Research. , 2014, , 1-14.		1
29	Ethics in Arts-Related Research. , 2014, , 81-95.		2
30	Using Theatre and Performance for Promoting Health and Wellbeing amongst the 50+ Community: An Arts-informed Evaluation. The International Journal of Social Political and Community Agendas in the Arts, 2014, 8, 47-64.	0.1	7
31	The History and Development of Arts-Related Research. , 2014, , 15-26.		0
32	What are Arts-Related Methods?. , 2014, , 45-62.		0
33	Undertaking Arts-Related Research. , 2014, , 27-43.		0
34	Alienation, agency and authenticity: a synthesis of the literature on student engagement. Teaching in Higher Education, 2013, 18, 311-326.	1.7	107
35	â€˜Itâ€™s Almost like Talking to a Personâ€™. International Journal of Mobile and Blended Learning, 2013, 5, 78-93.	0.5	9
36	Exploring and Implementing Participatory Action Synthesis. Qualitative Inquiry, 2012, 18, 689-698.	1.0	13

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37	Understanding how to use problem-based learning effectively in remote and virtual labs. , 2012, , .		1
38	Unpacking frames of reference to inform the design of virtual world learning in higher education. Australasian Journal of Educational Technology, 2012, 28, .	2.0	12
39	Integration of qualitative evidence: towards construction of academic knowledge in social science and professional fields. Qualitative Research, 2011, 11, 645-663.	2.2	46
40	Identity Thresholds: Researching the Socio-Political Impact of Learning in Immersive Virtual Worlds. , 2011, , 63-75.		0
41	Lurking on the Threshold. , 2011, , 29-42.		0
42	Research Spaces. , 2011, , 93-103.		0
43	Situating pedagogies, positions and practices in immersive virtual worlds. Educational Research, 2010, 52, 123-133.	0.9	57
44	Virtual patients in a virtual world: Training paramedic students for practice. Medical Teacher, 2009, 31, 713-720.	1.0	87
45	Problem-Based Learning in Electronic Engineering: Locating Legends or Promising Problems?. International Journal of Electrical Engineering and Education, 2008, 45, 96-109.	0.4	17
46	Learning and teaching in Immersive Virtual Worlds. Research in Learning Technology, 2008, 16, .	2.3	2
47	From cognitive capability to social reform? Shifting perceptions of learning in immersive virtual worlds. Research in Learning Technology, 2008, 16, .	2.3	27
48	Exploring and Implementing Participatory Action Research. Journal of Geography in Higher Education, 2007, 31, 331-343.	1.4	47
49	Narrative Inquiry: Theory and Practice. Journal of Geography in Higher Education, 2007, 31, 459-472.	1.4	87
50	Using interpretative meta-ethnography to explore the relationship between innovative approaches to learning and their influence on faculty understanding of teaching. Higher Education, 2007, 54, 833-852.	2.8	29
51	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
52	Why Collaborate when You can Cheat? Understanding Plagiarism in Occupational Therapy Education. British Journal of Occupational Therapy, 2005, 68, 11-16.	0.5	4
53	ACHIEVING REFLEXIVITY: MOVING RESEARCHERS FROM ANALYSIS TO INTERPRETATION IN COLLABORATIVE INQUIRY. Journal of Social Work Practice, 2004, 18, 365-378.	0.6	23
54	Disciplinary differences or modes of curriculum practice? Who promised to deliver what in problem-based learning?. Biochemistry and Molecular Biology Education, 2003, 31, 338-343.	0.5	26

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55	Nanotechnology, Cyberspace and BJOT Online. British Journal of Occupational Therapy, 2003, 66, 93-93.	0.5	0
56	Modernising Fieldwork, Part 2: Realising the New Agenda. British Journal of Occupational Therapy, 2002, 65, 275-282.	0.5	36
57	Modernising Fieldwork, Part 1: Realising the Potential. British Journal of Occupational Therapy, 2002, 65, 229-236.	0.5	26
58	What is a Literature Review: Ask the Audience or Phone a Friend?. British Journal of Occupational Therapy, 2002, 65, 535-535.	0.5	0
59	Negotiating 'Honesties' in the Research Process. British Journal of Occupational Therapy, 2002, 65, 191-193.	0.5	20
60	The Problem-Based Learning Landscape. Planet, 2001, 4, 4-6.	0.1	12
61	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. British Journal of Occupational Therapy, 2001, 64, 58-65.	0.5	25
62	Whose 'Evidence' are We Applying?. British Journal of Occupational Therapy, 2001, 64, 213-213.	0.5	5
63	Staff Development in Problem-based Learning. Teaching in Higher Education, 2000, 5, 107-126.	1.7	52
64	Voices from the Borderlands: Engaging with Qualitative Evidence-Based Practice. British Journal of Occupational Therapy, 2000, 63, 303-303.	0.5	3
65	'Oh Mine's Still in the Plastic': Reflections on the <i>British Journal of Occupational Therapy</i>. British Journal of Occupational Therapy, 2000, 63, 449-450.	0.5	0
66	Group Dynamics and Disjunction in Problem-based Contexts. , 2000, , 87-106.		4
67	Problem-Based Learning, Part 3: Making Sense of and Managing Disjunction. British Journal of Occupational Therapy, 1998, 61, 13-16.	0.5	11
68	Problem-Based Learning, Part 1: An Innovation Whose Time Has Come?. British Journal of Occupational Therapy, 1997, 60, 447-450.	0.5	9
69	Problem-Based Learning, Part 2: Understanding Learner Stances. British Journal of Occupational Therapy, 1997, 60, 531-536.	0.5	11
70	Learning spaces, agency and notions of improvement: what influences thinking and practices about teaching and learning in higher education? An interpretive meta-ethnography. London Review of Education, 0, 6, .	1.3	30
71	Priceless conceptual thresholds: beyond the 'stuck place' in writing. London Review of Education, 0, 7, .	1.3	24
72	Changelings and shape shifters? Identity play and pedagogical positioning of staff in immersive virtual worlds. London Review of Education, 0, 8, .	1.3	26

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73	Exploring the relevance of qualitative research synthesis to higher education research and practice. London Review of Education, 0, 8, .	1.3	11
74	The problem of projects: understanding the theoretical underpinnings of project-led PBL. London Review of Education, 0, 11, .	1.3	44
75	Spaces in between us: a qualitative study into the impact of spatial practice when learning in Second Life. London Review of Education, 0, 11, .	1.3	5
76	Virtual Humans. , 0, , .		36
77	A Practical Guide to Problem-Based Learning Online. , 0, , .		80
78	Rethinking Learning in an Age of Digital Fluency. , 0, , .		21
79	An evaluation of implementing problem-based learning scenarios in an immersive virtual world. International Journal of Medical Education, 0, 2, 116-124.	0.6	23
80	Finding and Creating Spaces of Innovation. Postdigital Science and Education, 0, , 1.	4.3	4