Ayla Farina Schwarz

List of Publications by Year in descending order

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2257833 2053595 7 62 3 5 citations g-index h-index papers 8 8 8 83 docs citations times ranked citing authors all docs

#	Article	IF	CITATIONS
1	Does Dynamic Tailoring of A Narrative-Driven Exergame Result in Higher User Engagement among Adolescents? Results from A Cluster-Randomized Controlled Trial. International Journal of Environmental Research and Public Health, 2021, 18, 7444.	1.2	4
2	Design Features Associated with User Engagement in Digital Games for Healthy Lifestyle Promotion in Youth: A Systematic Review of Qualitative and Quantitative Studies. Games for Health Journal, 2020, 9, 150-163.	1.1	35
3	Which Game Narratives Do Adolescents of Different Gameplay and Sociodemographic Backgrounds Prefer? A Mixed-Methods Analysis. Games for Health Journal, 2019, 8, 195-204.	1.1	7
4	Cordon Gris: Integrated solution for meal recommendations. , 2018, , .		3
5	Mobile Exergaming in Adolescents' Everyday Lifeâ€"Contextual Design of Where, When, with Whom, and How: The SmartLife Case. International Journal of Environmental Research and Public Health, 2018, 15, 835.	1.2	8
6	SmartLife – Exergames and Smart Textiles to Promote Energy-Related Behaviours Among Adolescents. Lecture Notes in Computer Science, 2018, , 288-293.	1.0	1
7	SmartLife smart clothing gamification to promote energy-related behaviours among adolescents. , 2017, , .		4