Karen Blackmore

List of Publications by Year
in descending order

36 papers	774 citations	777949 13 h-index	620720 26 g-index
37 all docs	37 docs citations	37 times ranked	831 citing authors

#	Article	IF	Citations
1	Modelling and simulating a multi-modal and multi-dimensional technology interaction framework: The case of vehicle powertrain technologies in the US market. Technological Forecasting and Social Change, 2022, 175, 121412.	6.2	2
2	A Novel Method of Exploring the Uncanny Valley in Avatar Gender(Sex) and Realism Using Electromyography. Big Data and Cognitive Computing, 2022, 6, 61.	2.9	1
3	Building and sustaining the defense simulation training workforce. Journal of Defense Modeling and Simulation, 2021, 18, 157-170.	1.2	0
4	Supportive or inhibitive? â€" Analysis of dynamic interactions between the inter-organisational collaborations of vehicle powertrains. Journal of Cleaner Production, 2020, 244, 118790.	4.6	13
5	Dataset on the global patent networks within and between vehicle powertrain technologies â€" Cases of ICEV, HEV, and BEV. Data in Brief, 2020, 28, 105017.	0.5	5
6	On the coexistence of positive and negative externalities in the inter-powertrain relationships. Journal of Cleaner Production, 2020, 277, 124118.	4.6	2
7	The global patents dataset on the vehicle powertrains of ICEV, HEV, and BEV. Data in Brief, 2020, 32, 106042.	0.5	7
8	The evolution of dynamic interactions between the knowledge development of powertrain systems. Transport Policy, 2020, 93, 1-16.	3.4	11
9	STEM initiatives matter: results from a systematic review of secondary school interventions for girls. International Journal of Science Education, 2020, 42, 1144-1161.	1.0	32
10	Understanding the impact of coal blending decisions on the prediction of coke quality: a data mining approach. International Journal of Coal Science and Technology, 2019, 6, 207-217.	2.7	3
11	Developing a scholar classification scheme from publication patterns in academic science: A cluster analysis approach. Journal of the Association for Information Science and Technology, 2019, 70, 1262-1276.	1.5	4
12	Using Game-Based Environments to Measure Cognitive Decision Making. Lecture Notes in Computer Science, 2019, , 324-330.	1.0	2
13	Towards Cognitive Adaptive Serious Games: A Conceptual Framework. Lecture Notes in Computer Science, 2019, , 331-338.	1.0	7
14	Methods of coke quality prediction: A review. Fuel, 2018, 219, 426-445.	3.4	36
15	Models of coke quality prediction and the relationships to input variables: A review. Fuel, 2018, 219, 446-466.	3.4	44
16	Exploring Avatar Facial Fidelity and Emotional Expressions on Observer Perception of the Uncanny Valley. Lecture Notes in Computer Science, 2018, , 201-221.	1.0	3
17	Gender and the perception of emotions in avatars. , 2017, , .		7
18	Correlating reaction time and nausea measures with traditional measures of cybersickness. Displays, 2017, 48, 1-8.	2.0	69

#	Article	IF	Citations
19	Characterisation of academic journals in the digital age. Scientometrics, 2017, 110, 1333-1350.	1.6	17
20	Profiling subjective symptoms and autonomic changes associated with cybersickness. Autonomic Neuroscience: Basic and Clinical, 2017, 203, 41-50.	1.4	124
21	Quantitative study on Australian academic science. Scientometrics, 2017, 113, 1009-1035.	1.6	5
22	Recent trends in academic journal growth. Scientometrics, 2016, 108, 693-716.	1.6	49
23	Using startle probe to compare affect and engagement between a serious game and an online intervention program. , 2016, , .		6
24	Using startle reflex to compare playing and watching in a horror game. , 2016, , .		5
25	A systematic review of agent-based modelling and simulation applications in the higher education domain. Higher Education Research and Development, 2015, 34, 883-898.	1.9	15
26	Cybersickness provoked by head-mounted display affects cutaneous vascular tone, heart rate and reaction time. Physiology and Behavior, 2015, 151, 583-590.	1.0	141
27	Using the Startle Eye-Blink to Measure Affect in Players. , 2015, , 401-434.		18
28	A Meta-Analysis of Data Collection in Serious Games Research. , 2015, , 31-55.		23
29	Modelling Academics as Agents: An Implementation of an Agent-Based Strategic Publication Model. Jasss, 2015, 18, .	1.0	6
30	Sound Improves Player Performance in a Multiplayer Online Battle Arena Game. Lecture Notes in Computer Science, 2015, , 166-174.	1.0	2
31	The Publishing Game. , 2014, , .		1
32	An insight into headland sand bypassing and wave climate variability from shoreface bathymetric change at Byron Bay, New South Wales, Australia. Marine Geology, 2013, 341, 29-45.	0.9	62
33	Verifying the Miles and Snow strategy types in Australian small- and medium-size enterprises. Australian Journal of Management, 2013, 38, 171-190.	1.2	32
34	Simulating stable, trending and turbulent operating environments. , 2013, , .		0
35	Physical and political boundaries as barriers to the continuity of social vulnerability. Applied Geography, 2013, 44, 79-87.	1.7	15
36	Visualisation in biomedicine as a means of data evaluation. Journal of Visualization, 2011, 14, 353-359.	1.1	5