Valerie Shute

List of Publications by Year
in descending order

14	1,301	1163117 8	1199594 12
papers	citations	h-index	g-index

15	15	15	981
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	What Is Design Thinking and Why Is It Important?. Review of Educational Research, 2012, 82, 330-348.	7.5	639
2	The relationship between video game use and a performance-based measure of persistence. Computers and Education, 2013, 60, 52-58.	8.3	109
3	Video gameplay, personality and academic performance. Computers and Education, 2012, 58, 1260-1266.	8.3	70
4	The validity of a game-based assessment of persistence. Computers in Human Behavior, 2013, 29, 2568-2572.	8.5	68
5	Maximizing learning without sacrificing the fun: Stealth assessment, adaptivity and learning supports in educational games. Journal of Computer Assisted Learning, 2021, 37, 127-141.	5.1	65
6	Assessment and Adaptation in Games. , 2017, , 59-78.		53
7	An investigation of the validity of the virtual spatial navigation assessment. Frontiers in Psychology, 2013, 4, 852.	2.1	43
8	The use and effects of incentive systems on learning and performance in educational games. Computers and Education, 2021, 165, 104135.	8.3	21
9	Using the first principles of instruction and multimedia learning principles to design and develop in-game learning support videos. Educational Technology Research and Development, 2021, 69, 1201-1220.	2.8	20
10	The relationship among prior knowledge, accessing learning supports, learning outcomes, and game performance in educational games. Educational Technology Research and Development, 2021, 69, 1055-1075.	2.8	8
11	The Effects of Game and Student Characteristics on Persistence in Educational Games: A Hierarchical Linear Modeling Approach. International Journal of Technology in Education and Science, 2021, 5, 141-165.	1.0	4
12	Learning Analytics Dashboards in Educational Games. Advances in Analytics for Learning and Teaching, 2021, , 527-546.	0.7	3
13	Exploring students' behavioral patterns when playing educational games with learning supports at different timings. Educational Technology Research and Development, 2022, 70, 1441-1471.	2.8	3
14	Interactive Assessments of CT (IACT): Digital Interactive Logic Puzzles to Assess Computational Thinking in Grades 3–8. International Journal of Computer Science Education in Schools, 2021, 5, 28-73.	0.7	2