Valerie Shute

List of Publications by Year
in descending order

14 papers	1,301 citations	1163117 8 h-index	1199594 12 g-index
15 all docs	15 docs citations	15 times ranked	981 citing authors

#	Article	IF	Citations
1	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
2	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
3	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
4	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
5	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
6	The use and effects of incentive systems on learning and performance in educational games. Computers and Education, 2021, 165, 104135.	8.3	21
7	Learning Analytics Dashboards in Educational Games. Advances in Analytics for Learning and Teaching, 2021, , 527-546.	0.7	3
8	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
9	Assessment and Adaptation in Games. , 2017, , 59-78.		53
10	The validity of a game-based assessment of persistence. Computers in Human Behavior, 2013, 29, 2568-2572.	8.5	68
11	The relationship between video game use and a performance-based measure of persistence. Computers and Education, 2013, 60, 52-58.	8.3	109
12	An investigation of the validity of the virtual spatial navigation assessment. Frontiers in Psychology, 2013, 4, 852.	2.1	43
13	What Is Design Thinking and Why Is It Important?. Review of Educational Research, 2012, 82, 330-348.	7.5	639
14	Video gameplay, personality and academic performance. Computers and Education, 2012, 58, 1260-1266.	8.3	70