Javier Torrente

List of Publications by Year
in descending order

16 papers	**609** citations	759233 **12** h-index	1058476 **14** g-index
16 all docs	**16** docs citations	**16** times ranked	**674** citing authors

#	Article	IF	Citations
1	Application of a low-cost web-based simulation to improve students' practical skills in medical education. International Journal of Medical Informatics, 2010, 79, 459-467.	3.3	77
2	Usability Testing for Serious Games: Making Informed Design Decisions with User Data. Advances in Human-Computer Interaction, 2012, 2012, 1-13.	2.8	76
3	Digital Games in eLearning Environments. Simulation and Gaming, 2009, 40, 669-687.	1.9	69
4	Tracing a Little for Big Improvements: Application of Learning Analytics and Videogames for Student Assessment. Procedia Computer Science, 2012, 15, 203-209.	2.0	63
5	An instrument to build a gamer clustering framework according to gaming preferences and habits. Computers in Human Behavior, 2016, 62, 353-363.	8.5	49
6	Application of Learning Analytics in educational videogames. Entertainment Computing, 2014, 5, 313-322.	2.9	46
7	Using a videogame to facilitate nursing and medical students' first visit to the operating theatre. A randomized controlled trial. Nurse Education Today, 2017, 55, 45-53.	3.3	46
8	A visual language for the creation of narrative educational games. Journal of Visual Languages and Computing, 2011, 22, 443-452.	1.8	45
9	Using e-learning standards in educational video games. Computer Standards and Interfaces, 2013, 36, 178-187.	5.4	34
10	Can educational video games increase high school students' interest in theatre?. Computers and Education, 2015, 87, 182-191.	8.3	33
11	Towards a low cost adaptation of educational games for people with disabilities. Computer Science and Information Systems, 2014, 11, 369-391.	1.0	28
12	Evaluation of semi-automatically generated accessible interfaces for educational games. Computers and Education, 2015, 83, 103-117.	8.3	17
13	Do multi-user virtual environments really enhance student's motivation in engineering education?. , 2009, , .		13
14	Building a Scalable Game Engine to Teach Computer Science Languages. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2015, 10, 253-261.	0.9	7
15	Developing game-like simulations to formalize tacit procedural knowledge: the ONT experience. Educational Technology Research and Development, 2014, 62, 227-243.	2.8	6
16	Fifteenth International Symposium on Information and Communication Technologies in Education (SINTICE). Revista Iberoamericana De Tecnologias Del Aprendizaje, 2015, 10, 1-2.	0.9	0