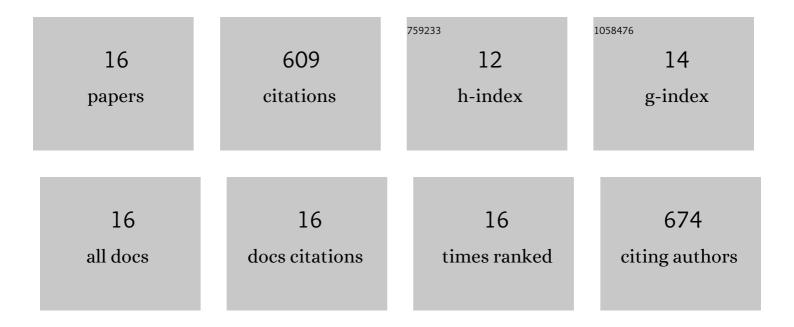
Javier Torrente

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/6886352/publications.pdf Version: 2024-02-01



INVIED TODDENTE

#	Article	IF	CITATIONS
1	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
2	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
3	Fifteenth International Symposium on Information and Communication Technologies in Education (SINTICE). Revista Iberoamericana De Tecnologias Del Aprendizaje, 2015, 10, 1-2.	0.9	0
4	Evaluation of semi-automatically generated accessible interfaces for educational games. Computers and Education, 2015, 83, 103-117.	8.3	17
5	Building a Scalable Game Engine to Teach Computer Science Languages. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2015, 10, 253-261.	0.9	7
6	Can educational video games increase high school students' interest in theatre?. Computers and Education, 2015, 87, 182-191.	8.3	33
7	Application of Learning Analytics in educational videogames. Entertainment Computing, 2014, 5, 313-322.	2.9	46
8	Developing game-like simulations to formalize tacit procedural knowledge: the ONT experience. Educational Technology Research and Development, 2014, 62, 227-243.	2.8	6
9	Towards a low cost adaptation of educational games for people with disabilities. Computer Science and Information Systems, 2014, 11, 369-391.	1.0	28
10	Using e-learning standards in educational video games. Computer Standards and Interfaces, 2013, 36, 178-187.	5.4	34
11	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
12	Usability Testing for Serious Games: Making Informed Design Decisions with User Data. Advances in Human-Computer Interaction, 2012, 2012, 1-13.	2.8	76
13	A visual language for the creation of narrative educational games. Journal of Visual Languages and Computing, 2011, 22, 443-452.	1.8	45
14	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
15	Do multi-user virtual environments really enhance student's motivation in engineering education?. , 2009, , .		13
16	Digital Games in eLearning Environments. Simulation and Gaming, 2009, 40, 669-687.	1.9	69