

Javier Torrente

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6886352/publications.pdf>

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