

Yan Ru Guo

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6957315/publications.pdf>

Version: 2024-02-01

9
papers

170
citations

1478505

6
h-index

1588992

8
g-index

10
all docs

10
docs citations

10
times ranked

183
citing authors

#	ARTICLE	IF	CITATIONS
1	Affect in Embodied Pedagogical Agents. <i>Journal of Educational Computing Research</i> , 2015, 53, 124-149.	5.5	47
2	Evaluation of affective embodied agents in an information literacy game. <i>Computers and Education</i> , 2016, 103, 59-75.	8.3	36
3	“œl Have AIDS”: Content analysis of postings in HIV/AIDS support group on a Chinese microblog. <i>Computers in Human Behavior</i> , 2014, 34, 219-226.	8.5	28
4	The effectiveness and acceptance of an affective information literacy tutorial. <i>Computers and Education</i> , 2015, 87, 368-384.	8.3	20
5	Library Escape: User-Centered Design of an Information Literacy Game. <i>Library Quarterly</i> , 2016, 86, 330-355.	0.8	15
6	Tertiary students’s acceptance of a game to teach information literacy. <i>Aslib Journal of Information Management</i> , 2017, 69, 46-63.	2.1	12
7	From storyboard to software. , 2016, , .		4
8	Heuristic evaluation of an information literacy game. <i>Proceedings of the Association for Information Science and Technology</i> , 2016, 53, 1-4.	0.6	2
9	Experimental Evaluation of Affective Embodied Agents in an Information Literacy Game. , 2016, , .		2