Yan Ru Guo

List of Publications by Year
in descending order

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