

# Petros Lameraras

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7001068/publications.pdf>

Version: 2024-02-01

26  
papers

456  
citations

1307366

7  
h-index

1058333

14  
g-index

29  
all docs

29  
docs citations

29  
times ranked

369  
citing authors

#	ARTICLE	IF	CITATIONS
1	Power to the Teachers: An Exploratory Review on Artificial Intelligence in Education. Information (Switzerland), 2022, 13, 14.	1.7	42
2	The EN-Survival Game: An Environmental Game for Residential Accommodation. , 2021, , 87-106.		0
3	Towards the Development of a Digital Competency Framework for Digital Teaching and Learning. , 2021, , .		5
4	Developing a Platform for using Game-Based Learning in Vocational Education and Training. , 2021, , .		6
5	Science teachersâ€™ experiences of inquiry-based learning through a serious game: a phenomenographic perspective. Smart Learning Environments, 2021, 8, .	4.3	8
6	A Game for Entrepreneurship Training Supporting Dual-Career Paths. Advances in Intelligent Systems and Computing, 2020, , 722-732.	0.5	1
7	Multimodal teaching, learning and training in virtual reality: a review and case study. Virtual Reality & Intelligent Hardware, 2020, 2, 421-442.	1.8	61
8	Board Games for Health: A Systematic Literature Review and Meta-Analysis. Games for Health Journal, 2019, 8, 85-100.	1.1	49
9	Essential features of serious games design in higher education: Linking learning attributes to game mechanics. British Journal of Educational Technology, 2017, 48, 972-994.	3.9	134
10	A Conceptual Model Towards the Scaffolding of Learning Experience. Lecture Notes in Computer Science, 2015, , 83-96.	1.0	1
11	Creating Coherent Incidental Learning Journeys on Smartphones Using Feedback and Progress Indicators. International Journal of Mobile and Blended Learning, 2014, 6, 75-92.	0.5	9
12	Providing Career Guidance to Adolescents through Digital Games. International Journal of Game-Based Learning, 2014, 4, 58-70.	0.9	1
13	A quiz-based game for addressing growing population issues: Linking learning mechanics to THE GROWTH serious game. , 2014, , .		3
14	A game-based learning approach to road safety. , 2014, , .		19
15	Raising awareness on sustainability issues through a mobile game. , 2014, , .		4
16	Fostering Science Teachers' Design for Inquiry-Based Learning by Using a Serious Game. , 2014, , .		4
17	Facilitating Intuitive-Guided Learning in a Serious Game through Integration with a Learning Content Management System. , 2014, , .		0
18	iServe: A serious game for servitization. , 2014, , .		1

#	ARTICLE	IF	CITATIONS
19	Serendipitous learning & serious games: A Pilot Study. , 2014, , .		3
20	THE GROWTH: An Environmental Game Focusing on Overpopulation Issues. Lecture Notes in Computer Science, 2014, , 210-221.	1.0	0
21	The Open Innovation Exchange Platform: Experiences of Implementing a Business Community Engagement Platform for Channeling IP Development and Collaboration with Local Businesses. , 2013, , .		2
22	MeTycoon: A game-based approach to career guidance. , 2013, , .		13
23	Creating coherent incidental learning journeys on mobile devices through feedback and progress indicators. Qscience Proceedings, 2013, 2013, 13.	0.0	11
24	Advances in MASELTOV â€œ Serious Games in a Mobile Ecology of Services for Social Inclusion and Empowerment of Recent Immigrants. Lecture Notes in Computer Science, 2013, , 440-455.	1.0	6
25	Blended university teaching using virtual learning environments: conceptions and approaches. Instructional Science, 2012, 40, 141-157.	1.1	65
26	Using Social Software for Teaching and Learning in Higher Education. , 2009, , 269-284.		5