

Richard N Van Eck

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7098048/publications.pdf>

Version: 2024-02-01

18
papers

315
citations

1307594

7
h-index

1058476

14
g-index

18
all docs

18
docs citations

18
times ranked

282
citing authors

#	ARTICLE	IF	CITATIONS
1	The effect of competition and contextualized advisement on the transfer of mathematics skills a computer-based instructional simulation game. Educational Technology Research and Development, 2002, 50, 23-41.	2.8	120
2	Building Artificially Intelligent Learning Games. , 2007, , 271-307.		64
3	Development and validation of the Value-Expectancy STEM Assessment Scale for students in higher education. International Journal of STEM Education, 2018, 5, 24.	5.0	23
4	Perceived realism in shooting games: Towards scale validation. Computers in Human Behavior, 2016, 64, 308-318.	8.5	20
5	Medical Student Attitudes toward USMLE Step 1 and Health Systems Science â€œ A Multi-Institutional Survey. Teaching and Learning in Medicine, 2021, 33, 139-153.	2.1	14
6	Using a Polygraph System for Evaluation of the Social Desirability Response Bias in Self-Report Measures of Aggression. Applied Psychophysiology Biofeedback, 2018, 43, 309-318.	1.7	13
7	Aligning Problem Solving and Gameplay. , 0, , 227-263.		13
8	HIV/AIDS education among incarcerated youth. Journal of Criminal Justice, 2000, 28, 415-433.	2.3	12
9	Project NEO: A Video Game to Promote STEM Competency for Preservice Elementary Teachers. Technology, Knowledge and Learning, 2015, 20, 277-297.	4.9	10
10	Integrating Geriatrics Knowledge into a Medical Student Clerkship Using Twitter Poll. Journal of the American Geriatrics Society, 2018, 66, 2389-2393.	2.6	8
11	Modality and placement of a pedagogical adviser in individual interactive learning. British Journal of Educational Technology, 2003, 34, 585-600.	6.3	7
12	The power of interdependence: Linking health systems, communities, and health professions educational programs to better meet the needs of patients and populations. Medical Teacher, 2021, 43, S32-S38.	1.8	3
13	Lessons learned in evaluating system interdependencies using qualitative methods. Evaluation Journal of Australasia, 2022, 22, 108-125.	0.6	3
14	Can simulator immersion change cognitive style? Results from a cross-sectional study of field-dependenceâ€œindependence in air traffic control students. Journal of Computing in Higher Education, 2015, 27, 196-214.	6.1	2
15	Using the Homeland Security Exercise and Evaluation Program (HSEEP) Building Block Approach to Implement System Evaluation Theory (SET). American Journal of Evaluation, 2021, 42, 109821402098661.	2.1	2
16	I. Bringing 'Discipline' to the study of games and learning. Information Design Journal, 2011, 19, 181-187.	0.5	1
17	Project NEO: Assessing and Changing Preservice Teacher Science Knowledge with a Video Game. , 2014, , .		0
18	Checked Out? Videogame Programming in U.S. Libraries and Implications for Videogame Literacies. Journal of Adolescent and Adult Literacy, 2021, 65, 227-236.	1.1	0