Sebastian Deterding

List of Publications by Year
in descending order

30 papers	7,224 citations	1170033 9 h-index	1427216 11 g-index
34 all docs	34 docs citations	34 times ranked	5825 citing authors

#	Article	IF	Citations
1	Trading Accuracy for Enjoyment? Data Quality and Player Experience in Data Collection Games. , 2022, , .		1
2	Do People Use Games to Compensate for Psychological Needs During Crises? A Mixed-Methods Study of Gaming During COVID-19 Lockdowns. , 2022, , .		5
3	Reconstructing Creative Lego Models. Lecture Notes in Computer Science, 2021, , 55-70.	1.0	1
4	Gamification in Management: Between Choice Architecture and Humanistic Design. Journal of Management Inquiry, 2019, 28, 131-136.	2.5	68
5	Collecting Pokémon or receiving rewards? How people functionalise badges in gamified online learning environments in the wild. International Journal of Human Computer Studies, 2019, 127, 62-80.	3.7	25
6	Validity Threats in Quantitative Data Collection With Games: A Narrative Survey. Simulation and Gaming, 2019, 50, 302-328.	1.2	15
7	Interaction Tension: A Sociological Model of Attention and Emotion Demands in Video Gaming. Media and Communication, 2019, 7, 226-236.	1.1	4
8	Alibis for Adult Play. Games and Culture, 2018, 13, 260-279.	1.7	46
9	Curious users of casual creators. , 2018, , .		3
10	Why game designers should study magic. , 2018, , .		6
11	Intrinsic elicitation. , 2018, , .		9
12	Uses and Gratifications of Initiating Use of Gamified Learning Platforms. , 2018, , .		15
13	How Multidisciplinary is Gamification Research?. , 2017, , .		15
14	Engagement effects of player rating system-based matchmaking for level ordering in human computation games. , 2017, , .		19
15	Mixed-Initiative Creative Interfaces. , 2017, , .		35
16	The Pyrrhic Victory of Game Studies. Games and Culture, 2017, 12, 521-543.	1.7	24
17	Adapting Cognitive Task Analysis to Elicit the Skill Chain of a Game. , 2017, , .		15
18	How to Do Gameful Design. , 2017, , .		4

#	Article	IF	Citations
19	Contextual Autonomy Support in Video Game Play. , 2016, , .		39
20	Gamification for health and wellbeing: A systematic review of the literature. Internet Interventions, 2016, 6, 89-106.	1.4	778
21	Make-Believe in Gameful and Playful Design. Human-computer Interaction Series, 2016, , 101-124.	0.4	20
22	The Lens of Intrinsic Skill Atoms: A Method for Gameful Design. Human-Computer Interaction, 2015, 30, 294-335.	3.1	314
23	Gamifying Research. , 2015, , .		17
24	Embarrassing Interactions. , 2015, , .		10
25	Designing gamification. , 2013, , .		144
26	Gamification @ work. , 2013, , .		29
27	Gamification. using game-design elements in non-gaming contexts. , 2011, , .		1,175
28	From game design elements to gamefulness. , 2011, , .		4,081
29	Social game studies at CHI 2011. , 2011, , .		11
30	The task-attention theory of game learning: a theory and research agenda. Human-Computer Interaction, 0, , 1-31.	3.1	2