

# Elisa D Mekler

## List of Publications by Citations

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**Version:** 2024-04-28

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

48  
papers

1,112  
citations

17  
h-index

32  
g-index

60  
ext. papers

1,581  
ext. citations

3.8  
avg, IF

5.08  
L-index

#	Paper	IF	Citations
48	Towards understanding the effects of individual gamification elements on intrinsic motivation and performance. <i>Computers in Human Behavior</i> , <b>2017</b> , 71, 525-534	7.7	314
47	Do points, levels and leaderboards harm intrinsic motivation? <b>2013</b> ,		116
46	A systematic review of quantitative studies on the enjoyment of digital entertainment games <b>2014</b> ,		67
45	Negative Emotion, Positive Experience? <b>2016</b> ,		61
44	Location matters, especially for non-salient features An eye-tracking study on the effects of web object placement on different types of websites. <i>International Journal of Human Computer Studies</i> , <b>2013</b> , 71, 228-235	4.6	51
43	Disassembling gamification <b>2013</b> ,		50
42	Momentary Pleasure or Lasting Meaning? <b>2016</b> ,		41
41	Defining gameful experience as a psychological state caused by gameplay: Replacing the term "Gamefulness" with three distinct constructs. <i>International Journal of Human Computer Studies</i> , <b>2019</b> , 127, 81-94	4.6	35
40	Increasing Donating Behavior Through a Game for Change <b>2015</b> ,		34
39	Systematic Review and Validation of the Game Experience Questionnaire (GEQ) - Implications for Citation and Reporting Practice <b>2018</b> ,		29
38	ExerCube vs. Personal Trainer <b>2019</b> ,		23
37	Interactive Narratives Affecting Social Change. <i>Journal of Media Psychology</i> , <b>2017</b> , 29, 54-66	1.2	22
36	"A Game that Makes You Question..." <b>2018</b> ,		21
35	Self-Determination Theory in HCI Games Research: Current Uses and Open Questions <b>2020</b> ,		20
34	A Framework for the Experience of Meaning in Human-Computer Interaction <b>2019</b> ,		18
33	An Odd Kind of Pleasure <b>2018</b> ,		18
32	Heuristic Evaluation for Gameful Design <b>2016</b> ,		17

31	Design and Preliminary Validation of The Player Experience Inventory <b>2016,</b>		16
30	The Role of Gaming During Difficult Life Experiences <b>2019,</b>		14
29	Salient beliefs influencing the intention to consider Web Accessibility. <i>Computers in Human Behavior</i> , <b>2019</b> , 92, 352-360	7.7	14
28	A Good Reason to Die <b>2017,</b>		13
27	Does a prosocial decision in video games lead to increased prosocial real-life behavior? The impact of reward and reasoning. <i>Computers in Human Behavior</i> , <b>2018</b> , 89, 163-172	7.7	11
26	The Eudaimonic Experience—A Scoping Review of the Concept in Digital Games Research. <i>Media and Communication</i> , <b>2021</b> , 9, 178-190	2	10
25	Designing for Emotional Complexity in Games <b>2016,</b>		10
24	Exploring Emotional Attachment to Game Characters <b>2019,</b>		9
23	The ExerCube: Participatory Design of an Immersive Fitness Game Environment. <i>Lecture Notes in Computer Science</i> , <b>2018</b> , 263-275	0.9	9
22	Statistical Significance Testing at CHI PLAY: Challenges and Opportunities for More Transparency <b>2020,</b>		8
21	"It Was Sad But Still Good" <b>2015,</b>		7
20	Systematic Review and Validation of the Game Experience Questionnaire (GEQ) —Implications for Citation and Reporting Practice		6
19	Facets In HCI <b>2015,</b>		5
18	Motivational Profiling of League of Legends Players. <i>Frontiers in Psychology</i> , <b>2020</b> , 11, 1307	3.4	5
17	Testing Incremental Difficulty Design in Platformer Games <b>2017,</b>		4
16	The Winner Gives It All' <b>2016,</b>		4
15	Informational, but not Intrinsically Motivating Gamification' <b>2016,</b>		3
14	The influence of banner placement and navigation style on the recognition of advertisement banners <b>2012,</b>		3

13	Aesthetic Evaluation of Digitally Reproduced Art Images. <i>Frontiers in Psychology</i> , <b>2020</b> , 11, 615575	3.4	3
12	"It's Like I Would Die as Well" <b>2016</b> ,		3
11	Understanding player perceptions of RegnaTales, a mobile game for teaching social problem solving skills <b>2016</b> ,		2
10	A diary study exploring game completion and player experience <b>2014</b> ,		2
9	Informational vs. Controlling Gamification <b>2015</b> ,		2
8	Recognizing Emotional Expression in Game Streams <b>2019</b> ,		2
7	Measuring the WhyBf Interaction <b>2018</b> ,		2
6	Towards Metrics of Meaningfulness for Tech Practitioners <b>2019</b> ,		1
5	Motor Memory in HCI <b>2020</b> ,		1
4	How to Use Plain and Easy-to-Read Language for a Positive User Experience on Websites. <i>Lecture Notes in Computer Science</i> , <b>2018</b> , 514-522	0.9	1
3	Off-Peak: An Examination of Ordinary Player Experience <b>2021</b> ,		1
2	Hedonic Enjoyment and Personal Expressiveness in Positive User Experiences <b>2016</b> ,		1
1	"My Soul Got a Little Bit Cleaner". <i>Proceedings of the ACM on Human-Computer Interaction</i> , <b>2021</b> , 5, 1-19	3.4	0