

Elisa D Mekler

List of Publications by Year in Descending Order

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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	"My Soul Got a Little Bit Cleaner". <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2021 , 5, 1-19	3.4	0
47	Off-Peak: An Examination of Ordinary Player Experience 2021 ,		1
46	The Eudaimonic Experience—A Scoping Review of the Concept in Digital Games Research. <i>Media and Communication</i> , 2021 , 9, 178-190	2	10
45	Self-Determination Theory in HCI Games Research: Current Uses and Open Questions 2020 ,		20
44	Motor Memory in HCI 2020 ,		1
43	Statistical Significance Testing at CHI PLAY: Challenges and Opportunities for More Transparency 2020 ,		8
42	Motivational Profiling of League of Legends Players. <i>Frontiers in Psychology</i> , 2020 , 11, 1307	3.4	5
41	Aesthetic Evaluation of Digitally Reproduced Art Images. <i>Frontiers in Psychology</i> , 2020 , 11, 615575	3.4	3
40	Towards Metrics of Meaningfulness for Tech Practitioners 2019 ,		1
39	A Framework for the Experience of Meaning in Human-Computer Interaction 2019 ,		18
38	ExerCube vs. Personal Trainer 2019 ,		23
37	The Role of Gaming During Difficult Life Experiences 2019 ,		14
36	Exploring Emotional Attachment to Game Characters 2019 ,		9
35	Recognizing Emotional Expression in Game Streams 2019 ,		2
34	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> , 2019 , 127, 81-94	4.6	35
33	Salient beliefs influencing the intention to consider Web Accessibility. <i>Computers in Human Behavior</i> , 2019 , 92, 352-360	7.7	14
32	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> , 2018 , 89, 163-172	7.7	11

31	How to Use Plain and Easy-to-Read Language for a Positive User Experience on Websites. <i>Lecture Notes in Computer Science, 2018, 514-522</i>	0.9	1
30	"A Game that Makes You Question..." 2018,		21
29	Systematic Review and Validation of the Game Experience Questionnaire (GEQ) - Implications for Citation and Reporting Practice 2018,		29
28	Measuring the WhyDie Interaction 2018,		2
27	The ExerCube: Participatory Design of an Immersive Fitness Game Environment. <i>Lecture Notes in Computer Science, 2018, 263-275</i>	0.9	9
26	An Odd Kind of Pleasure 2018,		18
25	Towards understanding the effects of individual gamification elements on intrinsic motivation and performance. <i>Computers in Human Behavior, 2017, 71, 525-534</i>	7.7	314
24	Testing Incremental Difficulty Design in Platformer Games 2017,		4
23	A Good Reason to Die 2017,		13
22	Interactive Narratives Affecting Social Change. <i>Journal of Media Psychology, 2017, 29, 54-66</i>	1.2	22
21	Design and Preliminary Validation of The Player Experience Inventory 2016,		16
20	Heuristic Evaluation for Gameful Design 2016,		17
19	Informational, but not Intrinsically Motivating Gamification' 2016,		3
18	Understanding player perceptions of RegnaTales, a mobile game for teaching social problem solving skills 2016,		2
17	Momentary Pleasure or Lasting Meaning? 2016,		41
16	"It's Like I Would Die as Well" 2016,		3
15	Designing for Emotional Complexity in Games 2016,		10
14	The Winner Gives It All' 2016,		4

13	Hedonic Enjoyment and Personal Expressiveness in Positive User Experiences 2016 ,			1
12	Negative Emotion, Positive Experience? 2016 ,			61
11	Facets In HCI 2015 ,			5
10	"It Was Sad But Still Good" 2015 ,			7
9	Increasing Donating Behavior Through a Game for Change 2015 ,			34
8	Informational vs. Controlling Gamification 2015 ,			2
7	A systematic review of quantitative studies on the enjoyment of digital entertainment games 2014 ,			67
6	A diary study exploring game completion and player experience 2014 ,			2
5	Location matters, especially for non-salient featuresAn eye-tracking study on the effects of web object placement on different types of websites. <i>International Journal of Human Computer Studies</i> , 2013 , 71, 228-235	4.6		51
4	Disassembling gamification 2013 ,			50
3	Do points, levels and leaderboards harm intrinsic motivation? 2013 ,			116
2	The influence of banner placement and navigation style on the recognition of advertisement banners 2012 ,			3
1	Systematic Review and Validation of the Game Experience Questionnaire (GEQ) ¶Implications for Citation and Reporting Practice			6