

Maximilian Altmeyer

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7314293/publications.pdf>

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5
papers

83
citations

2258059

3
h-index

2550090

3
g-index

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all docs

5
docs citations

5
times ranked

50
citing authors

#	ARTICLE	IF	CITATIONS
1	Combining Behavior Change Intentions and User Types to Select Suitable Gamification Elements for Persuasive Fitness Systems. Lecture Notes in Computer Science, 2019, , 337-349.	1.3	25
2	Extending a Gamified Mobile App with a Public Display to Encourage Walking. , 2018, , .		22
3	Investigating Gamification for Seniors Aged 75+. , 2018, , .		17
4	Potential and effects of personalizing gameful fitness applications using behavior change intentions and Hexad user types. User Modeling and User-Adapted Interaction, 2021, 31, 675-712.	3.8	15
5	Viewer types in game live streams: questionnaire development and validation. User Modeling and User-Adapted Interaction, 2022, 32, 417-467.	3.8	4