

# Mina C Johnson-Glenberg

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7632033/publications.pdf>

Version: 2024-02-01

36  
papers

1,605  
citations

394421

19  
h-index

477307

29  
g-index

36  
all docs

36  
docs citations

36  
times ranked

1065  
citing authors

#	ARTICLE	IF	CITATIONS
1	Emboldened by Embodiment. Educational Researcher, 2013, 42, 445-452.	5.4	327
2	Collaborative embodied learning in mixed reality motion-capture environments: Two science studies.. Journal of Educational Psychology, 2014, 106, 86-104.	2.9	199
3	Immersive VR and Education: Embodied Design Principles That Include Gesture and Hand Controls. Frontiers in Robotics and AI, 2018, 5, 81.	3.2	161
4	Not Propositions. Cognitive Systems Research, 1999, 1, 19-33.	2.7	143
5	Embodied science and mixed reality: How gesture and motion capture affect physics education. Cognitive Research: Principles and Implications, 2017, 2, 24.	2.0	88
6	Effects of Embodied Learning and Digital Platform on the Retention of Physics Content: Centripetal Force. Frontiers in Psychology, 2016, 7, 1819.	2.1	80
7	Motivation, engagement, and performance across multiple virtual reality sessions and levels of immersion. Journal of Computer Assisted Learning, 2021, 37, 745-758.	5.1	64
8	Training reading comprehension in adequate decoders/poor comprehenders: Verbal versus visual strategies.. Journal of Educational Psychology, 2000, 92, 772-782.	2.9	52
9	Teaching and Learning in the Mixed-Reality Science Classroom. Journal of Science Education and Technology, 2009, 18, 501-517.	3.9	52
10	The Necessary Nine: Design Principles for Embodied VR and Active Stem Education. Smart Computing and Intelligence, 2019, , 83-112.	0.5	45
11	“Alien Health” A Nutrition Instruction Exergame Using the Kinect Sensor. Games for Health Journal, 2014, 3, 241-251.	2.0	41
12	"Alien Health Game": An Embodied Exergame to Instruct in Nutrition and MyPlate. Games for Health Journal, 2013, 2, 354-361.	2.0	39
13	Feed the Alien! The Effects of a Nutrition Instruction Game on Children's Nutritional Knowledge and Food Intake. Games for Health Journal, 2018, 7, 164-174.	2.0	39
14	Platform is not destiny: Embodied learning effects comparing 2D desktop to 3D virtual reality STEM experiences. Journal of Computer Assisted Learning, 2021, 37, 1263-1284.	5.1	34
15	Web-Based Training of Metacognitive Strategies for Text Comprehension: Focus on Poor Comprehenders. Reading and Writing, 2005, 18, 755-786.	1.7	26
16	Fragile X syndrome: Neural network models of sequencing and memory. Cognitive Systems Research, 2008, 9, 274-292.	2.7	26
17	SMALLab: virtual geology studies using embodied learning with motion, sound, and graphics. Educational Media International, 2009, 46, 267-280.	1.7	21
18	A Next Gen Interface for Embodied Learning. International Journal of Gaming and Computer-Mediated Simulations, 2010, 2, 49-58.	1.1	20

#	ARTICLE	IF	CITATIONS
19	Predictors of parent-child language during novel task play: a comparison between typically developing children and individuals with Down syndrome. <i>Journal of Intellectual Disability Research</i> , 2004, 48, 225-238.	2.0	19
20	When winning is losing: A randomized controlled trial testing a video game to train food-specific inhibitory control. <i>Appetite</i> , 2018, 129, 143-154.	3.7	19
21	Semi-virtual Embodied Learning-Real World STEM Assessment. , 2011, , 241-257.		18
22	Avatar-based simulation in the evaluation of diagnosis and management of mental health disorders in primary care. <i>Journal of Biomedical Informatics</i> , 2012, 45, 1137-1150.	4.3	17
23	If the Gear Fits, Spin It!. <i>International Journal of Gaming and Computer-Mediated Simulations</i> , 2015, 7, 40-65.	1.1	13
24	Embodied Agentic STEM Education: Effects of 3D VR Compared to 2D PC. , 2020, , .		12
25	Embedded formative eassessment: who benefits, who falters. <i>Educational Media International</i> , 2010, 47, 153-171.	1.7	10
26	Embodied Games, Next Gen Interfaces, and Assessment of High School Physics. <i>International Journal of Learning and Media</i> , 2009, 1, .	0.4	8
27	Embodied Education in Mixed and Mediated Realities. <i>Smart Computing and Intelligence</i> , 2017, , 193-217.	0.5	7
28	Presence and Platform: Effects of Embodiment Comparing a 2D Computer and 3D VR Game. , 2020, , .		7
29	Extending the Cognitive-Affective Theory of Learning with Media in Virtual Reality Learning: A Structural Equation Modeling Approach. <i>Journal of Educational Computing Research</i> , 2022, 60, 807-842.	5.5	7
30	Work-in-Progress"Titration Experiment: Virtual Reality Chemistry Lab with Haptic Burette. , 2020, , .		5
31	SMALLab. , 2009, , .		3
32	Flow Immersive: A Multiuser, Multidimensional, Multiplatform Interactive Covid-19 Data Visualization Tool. <i>Frontiers in Psychology</i> , 2021, 12, 661613.	2.1	1
33	Interactive CovidCampus Simulation Game: Genesis, Design, and Outcomes. <i>Frontiers in Communication</i> , 2021, 6, .	1.2	1
34	Using Motion Sensing for Learning: A Serious Nutrition Game. <i>Lecture Notes in Computer Science</i> , 2013, , 380-389.	1.3	1
35	COVIDCampus Game: Making Safer Choices. , 2021, , .		0
36	Fragile X Syndrome: Memory Skills and the Emergence of Reading in Males. , 2017, , 215-247.		0