Mina C Johnson-Glenberg

List of Publications by Year
in descending order

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	Extending the Cognitive-Affective Theory of Learning with Media in Virtual Reality Learning: A Structural Equation Modeling Approach. Journal of Educational Computing Research, 2022, 60, 807-842.	5.5	7
2	Flow Immersive: A Multiuser, Multidimensional, Multiplatform Interactive Covid-19 Data Visualization Tool. Frontiers in Psychology, 2021, 12, 661613.	2.1	1
3	COVIDCampus Game: Making Safer Choices. , 2021, , .		0
4	Interactive CovidCampus Simulation Game: Genesis, Design, and Outcomes. Frontiers in Communication, 2021, 6, .	1.2	1
5	Platform is not destiny: Embodied learning effects comparing <scp>2D</scp> desktop to <scp>3D</scp> virtual reality <scp>STEM</scp> experiences. Journal of Computer Assisted Learning, 2021, 37, 1263-1284.	5.1	34
6	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
7	Work-in-Progressâ€"Titration Experiment: Virtual Reality Chemistry Lab with Haptic Burette. , 2020, , .		5
8	Embodied Agentic STEM Education: Effects of 3D VR Compared to 2D PC. , 2020, , .		12
9	Presence and Platform: Effects of Embodiment Comparing a 2D Computer and 3D VR Game. , 2020, , .		7
10	The Necessary Nine: Design Principles for Embodied VR and Active Stem Education. Smart Computing and Intelligence, 2019, , 83-112.	0.5	45
11	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
12	Immersive VR and Education: Embodied Design Principles That Include Gesture and Hand Controls. Frontiers in Robotics and AI, 2018, 5, 81.	3.2	161
13	When winning is losing: A randomized controlled trial testing a video game to train food-specific inhibitory control. Appetite, 2018, 129, 143-154.	3.7	19
14	Embodied science and mixed reality: How gesture and motion capture affect physics education. Cognitive Research: Principles and Implications, 2017, 2, 24.	2.0	88
15	Embodied Education in Mixed and Mediated Realties. Smart Computing and Intelligence, 2017, , 193-217.	0.5	7
16	Fragile X Syndrome: Memory Skills and the Emergence of Reading in Males. , 2017, , 215-247.		0
17	Effects of Embodied Learning and Digital Platform on the Retention of Physics Content: Centripetal Force. Frontiers in Psychology, 2016, 7, 1819.	2.1	80
18	If the Gear Fits, Spin It!. International Journal of Gaming and Computer-Mediated Simulations, 2015, 7, 40-65.	1.1	13

#	Article	IF	Citations
19	Collaborative embodied learning in mixed reality motion-capture environments: Two science studies.. Journal of Educational Psychology, 2014, 106, 86-104.	2.9	199
20	â€œAlien Healthâ€: A Nutrition Instruction Exergame Using the Kinect Sensor. Games for Health Journal, 2014, 3, 241-251.	2.0	41
21	Emboldened by Embodiment. Educational Researcher, 2013, 42, 445-452.	5.4	327
22	"Alien Health Game": An Embodied Exergame to Instruct in Nutrition andMyPlate. Games for Health Journal, 2013, 2, 354-361.	2.0	39
23	Using Motion Sensing for Learning: A Serious Nutrition Game. Lecture Notes in Computer Science, 2013, , 380-389.	1.3	1
24	Avatar-based simulation in the evaluation of diagnosis and management of mental health disorders in primary care. Journal of Biomedical Informatics, 2012, 45, 1137-1150.	4.3	17
25	Semi-virtual Embodied Learning-Real World STEM Assessment. , 2011, , 241-257.		18
26	A Next Gen Interface for Embodied Learning. International Journal of Gaming and Computer-Mediated Simulations, 2010, 2, 49-58.	1.1	20
27	Embedded formative eâ€assessment: who benefits, who falters. Educational Media International, 2010, 47, 153-171.	1.7	10
28	SMALLab. , 2009, , .		3
29	Teaching and Learning in the Mixed-Reality Science Classroom. Journal of Science Education and Technology, 2009, 18, 501-517.	3.9	52
30	SMALLab: virtual geology studies using embodied learning with motion, sound, and graphics. Educational Media International, 2009, 46, 267-280.	1.7	21
31	Embodied Games, Next Gen Interfaces, and Assessment of High School Physics. International Journal of Learning and Media, 2009, 1, .	0.4	8
32	Fragile X syndrome: Neural network models of sequencing and memory. Cognitive Systems Research, 2008, 9, 274-292.	2.7	26
33	Web-Based Training of Metacognitive Strategies for Text Comprehension: Focus on Poor Comprehenders. Reading and Writing, 2005, 18, 755-786.	1.7	26
34	Predictors of parent-child language during novel task play: a comparison between typically developing children and individuals with Down syndrome. Journal of Intellectual Disability Research, 2004, 48, 225-238.	2.0	19
35	Training reading comprehension in adequate decoders/poor comprehenders: Verbal versus visual strategies.. Journal of Educational Psychology, 2000, 92, 772-782.	2.9	52
36	Not Propositions. Cognitive Systems Research, 1999, 1, 19-33.	2.7	143