David Gibson

List of Publications by Year
in descending order

44 papers	1,210 citations	623734 14 h-index	501196 28 g-index
45 all docs	45 docs citations	45 times ranked	955 citing authors

#	ARTICLE	IF	CITATIONS
1	Digital badges in education. Education and Information Technologies, 2015, 20, 403-410.	5.7	263
2	Will <scp>MOOCs</scp> transform learning and teaching in higher education? Engagement and course retention in online learning provision. British Journal of Educational Technology, 2015, 46, 455-471.	6.3	220
3	Foundations of dynamic learning analytics: Using university student data to increase retention. British Journal of Educational Technology, 2015, 46, 1175-1188.	6.3	97
4	Student Attitudes toward Learning Analytics in Higher Education: â€œThe Fitbit Version of the Learning Worldâ€. Frontiers in Psychology, 2016, 7, 1959.	2.1	73
5	simSchool: an online dynamic simulator for enhancing teacher preparation. International Journal of Learning Technology, 2011, 6, 201.	0.2	71
6	Are We on Our Way to Becoming a â€œHelicopter Universityâ€? Academicsâ€™ Views on Learning Analytics. Technology, Knowledge and Learning, 2018, 23, 1-20.	4.9	53
7	Informing learning design through analytics: Applying network graph analysis. Australasian Journal of Educational Technology, 2018, 34, .	3.5	49
8	Challenges for information technology supporting educational assessment. Journal of Computer Assisted Learning, 2013, 29, 451-462.	5.1	48
9	Putting learning back into learning analytics: actions for policy makers, researchers, and practitioners. Educational Technology Research and Development, 2021, 69, 2131-2150.	2.8	32
10	Exploratory Analysis in Learning Analytics. Technology, Knowledge and Learning, 2016, 21, 5-19.	4.9	31
11	Technology enhanced assessment in complex collaborative settings. Education and Information Technologies, 2015, 20, 675-695.	5.7	30
12	Data science in educational assessment. Education and Information Technologies, 2015, 20, 697-713.	5.7	27
13	Creating Future Ready Information Technology Policy for National Education Systems. Technology, Knowledge and Learning, 2018, 23, 495-506.	4.9	19
14	Learning Journeys in Higher Education: Designing Digital Pathways Badges for Learning, Motivation and Assessment. , 2016, , 115-138.		18
15	Game Changers for Transforming Learning Environments. Advances in Educational Administration, 2012, , 215-235.	0.1	17
16	Ethical Considerations in Adopting a University- and System-Wide Approach to Data and Learning Analytics. , 2017, , 89-108.		16
17	Assessing Teaching Skills with a Mobile Simulation. Journal of Digital Learning in Teacher Education, 2013, 30, 4-10.	1.2	14
18	How to Use Gamified Dashboards and Learning Analytics for Providing Immediate Student Feedback and Performance Tracking in Higher Education. , 2017, , .		14

#	ARTICLE	IF	CITATIONS
19	Big Data in Higher Education: Research Methods and Analytics Supporting the Learning Journey. Technology, Knowledge and Learning, 2017, 22, 237-241.	4.9	12
20	Team interactions with learning analytics dashboards. Computers and Education, 2022, 185, 104514.	8.3	12
21	simSchool and the Conceptual Assessment Framework. , 2007, , 308-322.		10
22	Adoption of Learning Analytics. Advances in Analytics for Learning and Teaching, 2020, , 3-20.	0.7	9
23	Making Use of Data for Assessments: Harnessing Analytics and Data Science. Springer International Handbooks of Education, 2018, , 649-663.	0.1	8
24	Assessing Pedagogical Balance in a Simulated Classroom Environment. Journal of Digital Learning in Teacher Education, 2015, 31, 148-159.	1.2	7
25	Unobtrusive Observation of Team Learning Attributes in Digital Learning. Frontiers in Psychology, 2018, 9, 834.	2.1	7
26	Understanding the process of teachers' technology adoption with a dynamic analytical model. Interactive Learning Environments, 2019, 27, 726-739.	6.4	7
27	SimSchool: An Opportunity for Using Serious Gaming for Training Teachers in Rural Areas. Rural Special Education Quarterly, 2015, 34, 17-20.	0.9	6
28	Attributes of Engagement in Challenge-Based Digital Learning Environments. Cognition and Exploratory Learning in the Digital Age, 2020, , 81-91.	0.5	6
29	Opportunities for Analytics in Challenge-Based Learning. Smart Computing and Intelligence, 2019, , 55-68.	0.5	6
30	ePortfolio Decisions and Dilemas. , 2006, , 135-145.		6
31	Challenge-Based Learning in a Serious Global Game. , 2018, , 1-4.		4
32	How to Do Multimodal Detection of Affective States?. , 2011, , .		3
33	Network Analytics of Collaborative Problem-Solving. Cognition and Exploratory Learning in the Digital Age, 2021, , 53-76.	0.5	3
34	Teacher Training Using Interactive Technologies: Performance and Assessment in Second Life and Simschool. , 2015, , 181-198.		3
35	Online recruitment and engagement of students in game and simulation-based STEM learning. , 2009, , .		2
36	Multimodal Affect Recognition in Virtual Worlds: Avatars Mirroring User's Affect. , 2013, , .		2

#	Article	IF	Citations
37	How Online Teams with Diverse Backgrounds Worked to Excel: Findings from an International eTournament. Frontiers in Education, 2021, 6, .	2.1	2
38	Elements of Network-Based Assessment. Computers in the Schools, 2006, 23, 131-150.	1.0	1
39	Affect Recognition in Learning Scenarios: Matching Facial- and BCI-Based Values. , 2013, , .		1
40	Modeling Classroom Behaviors in Software Agents. , 2009, , 119-156.		1
41	The Personal Learning Planner. Computers in the Schools, 2006, 23, 55-70.	1.0	0
42	Designing purposeful digital learning. Educational Technology Research and Development, 2021, 69, 153-156.	2.8	0
43	Complex Systems Concepts in Simulations. , 2009, , 452-461.		0
44	Affective Processes as Network Hubs. Lecture Notes in Computer Science, 2014, , 148-166.	1.3	0