

David Gibson

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7685503/publications.pdf>

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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	Team interactions with learning analytics dashboards. Computers and Education, 2022, 185, 104514.	8.3	12
2	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
3	Designing purposeful digital learning. Educational Technology Research and Development, 2021, 69, 153-156.	2.8	0
4	Network Analytics of Collaborative Problem-Solving. Cognition and Exploratory Learning in the Digital Age, 2021, , 53-76.	0.5	3
5	How Online Teams with Diverse Backgrounds Worked to Excel: Findings from an International eTournament. Frontiers in Education, 2021, 6, .	2.1	2
6	Adoption of Learning Analytics. Advances in Analytics for Learning and Teaching, 2020, , 3-20.	0.7	9
7	Attributes of Engagement in Challenge-Based Digital Learning Environments. Cognition and Exploratory Learning in the Digital Age, 2020, , 81-91.	0.5	6
8	Understanding the process of teachers' technology adoption with a dynamic analytical model. Interactive Learning Environments, 2019, 27, 726-739.	6.4	7
9	Opportunities for Analytics in Challenge-Based Learning. Smart Computing and Intelligence, 2019, , 55-68.	0.5	6
10	Are We on Our Way to Becoming a "Helicopter University"? Academics' Views on Learning Analytics. Technology, Knowledge and Learning, 2018, 23, 1-20.	4.9	53
11	Making Use of Data for Assessments: Harnessing Analytics and Data Science. Springer International Handbooks of Education, 2018, , 649-663.	0.1	8
12	Creating Future Ready Information Technology Policy for National Education Systems. Technology, Knowledge and Learning, 2018, 23, 495-506.	4.9	19
13	Unobtrusive Observation of Team Learning Attributes in Digital Learning. Frontiers in Psychology, 2018, 9, 834.	2.1	7
14	Challenge-Based Learning in a Serious Global Game. , 2018, , 1-4.		4
15	Informing learning design through analytics: Applying network graph analysis. Australasian Journal of Educational Technology, 2018, 34, .	3.5	49
16	How to Use Gamified Dashboards and Learning Analytics for Providing Immediate Student Feedback and Performance Tracking in Higher Education. , 2017, , .		14
17	Big Data in Higher Education: Research Methods and Analytics Supporting the Learning Journey. Technology, Knowledge and Learning, 2017, 22, 237-241.	4.9	12
18	Ethical Considerations in Adopting a University- and System-Wide Approach to Data and Learning Analytics. , 2017, , 89-108.		16

#	ARTICLE	IF	CITATIONS
19	Student Attitudes toward Learning Analytics in Higher Education: "The Fitbit Version of the Learning World". <i>Frontiers in Psychology</i> , 2016, 7, 1959.	2.1	73
20	Learning Journeys in Higher Education: Designing Digital Pathways Badges for Learning, Motivation and Assessment. , 2016, , 115-138.		18
21	Exploratory Analysis in Learning Analytics. <i>Technology, Knowledge and Learning</i> , 2016, 21, 5-19.	4.9	31
22	Assessing Pedagogical Balance in a Simulated Classroom Environment. <i>Journal of Digital Learning in Teacher Education</i> , 2015, 31, 148-159.	1.2	7
23	SimSchool: An Opportunity for Using Serious Gaming for Training Teachers in Rural Areas. <i>Rural Special Education Quarterly</i> , 2015, 34, 17-20.	0.9	6
24	Technology enhanced assessment in complex collaborative settings. <i>Education and Information Technologies</i> , 2015, 20, 675-695.	5.7	30
25	Will <scp>MOOCs</scp> transform learning and teaching in higher education? Engagement and course retention in online learning provision. <i>British Journal of Educational Technology</i> , 2015, 46, 455-471.	6.3	220
26	Foundations of dynamic learning analytics: Using university student data to increase retention. <i>British Journal of Educational Technology</i> , 2015, 46, 1175-1188.	6.3	97
27	Data science in educational assessment. <i>Education and Information Technologies</i> , 2015, 20, 697-713.	5.7	27
28	Digital badges in education. <i>Education and Information Technologies</i> , 2015, 20, 403-410.	5.7	263
29	Teacher Training Using Interactive Technologies: Performance and Assessment in Second Life and Simschool. , 2015, , 181-198.		3
30	Affective Processes as Network Hubs. <i>Lecture Notes in Computer Science</i> , 2014, , 148-166.	1.3	0
31	Challenges for information technology supporting educational assessment. <i>Journal of Computer Assisted Learning</i> , 2013, 29, 451-462.	5.1	48
32	Affect Recognition in Learning Scenarios: Matching Facial- and BCI-Based Values. , 2013, , .		1
33	Assessing Teaching Skills with a Mobile Simulation. <i>Journal of Digital Learning in Teacher Education</i> , 2013, 30, 4-10.	1.2	14
34	Multimodal Affect Recognition in Virtual Worlds: Avatars Mirroring User's Affect. , 2013, , .		2
35	Game Changers for Transforming Learning Environments. <i>Advances in Educational Administration</i> , 2012, , 215-235.	0.1	17
36	simSchool: an online dynamic simulator for enhancing teacher preparation. <i>International Journal of Learning Technology</i> , 2011, 6, 201.	0.2	71

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37	How to Do Multimodal Detection of Affective States?. , 2011, , .		3
38	Online recruitment and engagement of students in game and simulation-based STEM learning. , 2009, , .		2
39	Modeling Classroom Behaviors in Software Agents. , 2009, , 119-156.		1
40	Complex Systems Concepts in Simulations. , 2009, , 452-461.		0
41	simSchool and the Conceptual Assessment Framework. , 2007, , 308-322.		10
42	The Personal Learning Planner. Computers in the Schools, 2006, 23, 55-70.	1.0	0
43	Elements of Network-Based Assessment. Computers in the Schools, 2006, 23, 131-150.	1.0	1
44	ePortfolio Decisions and Dilemas. , 2006, , 135-145.		6