

# Manuel Schmidt-Kraepelin

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7793818/publications.pdf>

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8  
papers

177  
citations

2257833

3  
h-index

2272820

4  
g-index

10  
all docs

10  
docs citations

10  
times ranked

169  
citing authors

#	ARTICLE	IF	CITATIONS
1	Gamified Expert Annotation Systems: Meta-Requirements and Tentative Design. Lecture Notes in Computer Science, 2022, , 154-166.	1.0	1
2	Conceptual Ambiguity Surrounding Gamification and Serious Games in Health Care: Literature Review and Development of Game-Based Intervention Reporting Guidelines (GAMING). Journal of Medical Internet Research, 2021, 23, e30390.	2.1	23
3	On the Convergence of Artificial Intelligence and Distributed Ledger Technology: A Scoping Review and Future Research Agenda. IEEE Access, 2020, 8, 57075-57095.	2.6	59
4	Archetypes of Gamification: Analysis of mHealth Apps. JMIR MHealth and UHealth, 2020, 8, e19280.	1.8	36
5	The Role of Gamification in Health Behavior Change: A Review of Theory-driven Studies. , 2020, , .		19
6	Beyond Data Markets: Opportunities and Challenges for Distributed Ledger Technology in Genomics. , 2020, , .		9
7	Investigating the Relationship Between User Ratings and Gamification – A Review of mHealth Apps in the Apple App Store and Google Play Store. , 2019, , .		11
8	Whatâ€™s in the Game? Developing a Taxonomy of Gamification Concepts for Health Apps. , 2018, , .		19