

Guido Makransky

List of Publications by Year in Descending Order

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

62

papers

2,106

citations

22

h-index

45

g-index

67

ext. papers

3,178

ext. citations

4.7

avg, IF

6.25

L-index

#	Paper	IF	Citations
62	A study of how immersion and interactivity drive VR learning. <i>Computers and Education</i> , 2022 , 179, 1044295	3.5	11
61	Virtual reality reduces COVID-19 vaccine hesitancy in the wild: a randomized trial.. <i>Scientific Reports</i> , 2022 , 12, 4593	4.9	4
60	Investigating the value of immersive virtual reality tools for organizational training: An applied international study in the biotech industry. <i>Journal of Computer Assisted Learning</i> , 2022 , 38, 470-487	3.8	4
59	Benefits of Taking a Virtual Field Trip in Immersive Virtual Reality: Evidence for the Immersion Principle in Multimedia Learning.. <i>Educational Psychology Review</i> , 2022 , 1-28	7.1	11
58	The Immersion Principle in Multimedia Learning 2021 , 296-303		4
57	A self-administered virtual reality intervention increases COVID-19 vaccination intention. <i>Vaccine</i> , 2021 , 39, 6746-6753	4.1	5
56	The Validation and Further Development of the Multidimensional Cognitive Load Scale for Physical and Online Lectures (MCLS-POL). <i>Frontiers in Psychology</i> , 2021 , 12, 642084	3.4	4
55	A rasch-based validity study of the HSCL-25. <i>Journal of Affective Disorders Reports</i> , 2021 , 4, 100096	1.4	1
54	Remediating learning from non-immersive to immersive media: Using EEG to investigate the effects of environmental embeddedness on reading in Virtual Reality. <i>Computers and Education</i> , 2021 , 164, 104122	9.5	19
53	Pedagogical Agents in Educational VR: An in the Wild Study 2021 ,		5
52	Immersive virtual reality increases liking but not learning with a science simulation and generative learning strategies promote learning in immersive virtual reality.. <i>Journal of Educational Psychology</i> , 2021 , 113, 719-735	5.3	45
51	Conducting Unsupervised Virtual Reality User Studies Online. <i>Frontiers in Virtual Reality</i> , 2021 , 2,	3	4
50	The validation and further development of a multidimensional cognitive load scale for virtual environments. <i>Journal of Computer Assisted Learning</i> , 2021 , 37, 183-196	3.8	15
49	The Cognitive Affective Model of Immersive Learning (CAMIL): a Theoretical Research-Based Model of Learning in Immersive Virtual Reality. <i>Educational Psychology Review</i> , 2021 , 33, 937-958	7.1	41
48	Can an immersive virtual reality simulation increase students' interest and career aspirations in science?. <i>British Journal of Educational Technology</i> , 2020 , 51, 2079-2097	4.3	24
47	The virtual field trip: Investigating how to optimize immersive virtual learning in climate change education. <i>British Journal of Educational Technology</i> , 2020 , 51, 2099-2115	4.3	32
46	Assessing the Influence of Visual-Taste Congruency on Perceived Sweetness and Product Liking in Immersive VR. <i>Foods</i> , 2020 , 9,	4.9	13

45	Investigating Representation of Text and Audio in Educational VR using Learning Outcomes and EEG 2020 ,		9
44	Investigating the effect of teaching as a generative learning strategy when learning through desktop and immersive VR: A media and methods experiment. <i>British Journal of Educational Technology</i> , 2020 , 51, 2115-2138	4.3	22
43	A Rasch-based validity study of the Harvard Trauma Questionnaire. <i>Journal of Affective Disorders</i> , 2020 , 277, 697-705	6.6	7
42	Development and Validation of the UiL-Scales for Measurement of Development in Life Skills Test Battery of Non-Cognitive Skills for Danish School Children. <i>Scandinavian Journal of Educational Research</i> , 2020 , 64, 612-627	1.2	1
41	Investigating the feasibility of using assessment and explanatory feedback in desktop virtual reality simulations. <i>Educational Technology Research and Development</i> , 2020 , 68, 293-317	3.6	10
40	Role of subjective and objective measures of cognitive processing during learning in explaining the spatial contiguity effect. <i>Learning and Instruction</i> , 2019 , 61, 23-34	5.8	38
39	Investigating the effect of pre-training when learning through immersive virtual reality and video: A media and methods experiment. <i>Computers and Education</i> , 2019 , 140, 103603	9.5	93
38	Equivalence of using a desktop virtual reality science simulation at home and in class. <i>PLoS ONE</i> , 2019 , 14, e0214944	3.7	28
37	Students admitted to university based on a cognitive test and MMI are less stressed than students admitted based on GPA. <i>Studies in Educational Evaluation</i> , 2019 , 61, 170-175	2	4
36	A Multilevel Investigation of Resiliency Scales for Children and Adolescents: The Relationships Between Self-Perceived Emotion Regulation, Vagally Mediated Heart Rate Variability, and Personal Factors Associated With Resilience. <i>Frontiers in Psychology</i> , 2019 , 10, 438	3.4	10
35	Measuring presence in video games: An investigation of the potential use of physiological measures as indicators of presence. <i>International Journal of Human Computer Studies</i> , 2019 , 126, 64-80	4.6	16
34	Cross-Cultural Psychometric Properties of the Hamilton Depression Rating Scale. <i>Canadian Journal of Psychiatry</i> , 2019 , 64, 39-46	4.8	14
33	Motivational and cognitive benefits of training in immersive virtual reality based on multiple assessments. <i>Journal of Computer Assisted Learning</i> , 2019 , 35, 691-707	3.8	96
32	Investigating the process of learning with desktop virtual reality: A structural equation modeling approach. <i>Computers and Education</i> , 2019 , 134, 15-30	9.5	63
31	A gender matching effect in learning with pedagogical agents in an immersive virtual reality science simulation. <i>Journal of Computer Assisted Learning</i> , 2019 , 35, 349-358	3.8	63
30	Adding immersive virtual reality to a science lab simulation causes more presence but less learning. <i>Learning and Instruction</i> , 2019 , 60, 225-236	5.8	326
29	A structural equation modeling investigation of the emotional value of immersive virtual reality in education. <i>Educational Technology Research and Development</i> , 2018 , 66, 1141-1164	3.6	140
28	Development and validation of the Multimodal Presence Scale for virtual reality environments: A confirmatory factor analysis and item response theory approach. <i>Computers in Human Behavior</i> , 2017 , 72, 276-285	7.7	87

27	How specific is specific self-efficacy? A construct validity study using Rasch measurement models. <i>Studies in Educational Evaluation</i> , 2017 , 53, 87-97	2	13
26	The predictive validity of using admissions testing and multiple mini-interviews in undergraduate university admissions. <i>Higher Education Research and Development</i> , 2017 , 36, 1003-1016	1.9	11
25	Critical Values for Yen's : Identification of Local Dependence in the Rasch Model Using Residual Correlations. <i>Applied Psychological Measurement</i> , 2017 , 41, 178-194	1.5	226
24	Virtual Learning Simulations in High School: Effects on Cognitive and Non-cognitive Outcomes and Implications on the Development of STEM Academic and Career Choice. <i>Frontiers in Psychology</i> , 2017 , 8, 805	3.4	25
23	Rasch Validation and Cross-Validation of the Health of Nation Outcome Scales for Monitoring of Psychiatric Disability in Traumatized Refugees in Western Psychiatric Care. <i>Assessment</i> , 2016 , 23, 734-743	3.7	4
22	Simulation based virtual learning environment in medical genetics counseling: an example of bridging the gap between theory and practice in medical education. <i>BMC Medical Education</i> , 2016 , 16, 98	3.3	71
21	The Career Distress Scale: Using Rasch Measurement Theory to Evaluate a Brief Measure of Career Distress. <i>Journal of Career Assessment</i> , 2016 , 24, 732-746	2.5	11
20	Does the Over-Claiming Questionnaire measure overclaiming? Absent convergent validity in a large community sample. <i>Psychological Assessment</i> , 2016 , 28, 765-74	5.3	17
19	Virtual Simulations as Preparation for Lab Exercises: Assessing Learning of Key Laboratory Skills in Microbiology and Improvement of Essential Non-Cognitive Skills. <i>PLoS ONE</i> , 2016 , 11, e0155895	3.7	57
18	Early productive vocabulary predicts academic achievement 10 years later. <i>Applied Psycholinguistics</i> , 2016 , 37, 1461-1476	1.4	68
17	An Item Response Theory-Based, Computerized Adaptive Testing Version of the MacArthur-Bates Communicative Development Inventory: Words & Sentences (CDI:WS). <i>Journal of Speech, Language, and Hearing Research</i> , 2016 , 59, 281-9	2.8	10
16	Psychometric analysis of the Patient Health Questionnaire in Danish patients with an implantable cardioverter defibrillator (The DEFIB-WOMEN study). <i>Journal of Psychosomatic Research</i> , 2016 , 90, 105-112	4.1	11
15	The latent structure of post-traumatic stress disorder among Arabic-speaking refugees receiving psychiatric treatment in Denmark. <i>BMC Psychiatry</i> , 2016 , 16, 309	4.2	15
14	Analysis of the Construct Validity and Measurement Invariance of the Career Decision Self-Efficacy Scale: A Rasch Model Approach. <i>Journal of Career Assessment</i> , 2015 , 23, 645-660	2.5	10
13	As time goes by: reasons and characteristics of prolonged episodes of mechanical restraint in forensic psychiatry. <i>Journal of Forensic Nursing</i> , 2015 , 11, 41-50	1.1	17
12	Share your sweets: Chimpanzee (<i>Pan troglodytes</i>) and bonobo (<i>Pan paniscus</i>) willingness to share highly attractive, monopolizable food sources. <i>Journal of Comparative Psychology (Washington, D C: 1983)</i> , 2015 , 129, 218-28	2.1	5
11	Psychometric properties of the parent and teacher ADHD Rating Scale (ADHD-RS): measurement invariance across gender, age, and informant. <i>Assessment</i> , 2014 , 21, 694-705	3.7	35
10	Improving biotech education through gamified laboratory simulations. <i>Nature Biotechnology</i> , 2014 , 32, 694-7	44.5	108

9	Equating the HBSC Family Affluence Scale across survey years: a method to account for item parameter drift using the Rasch model. <i>Quality of Life Research</i> , 2014 , 23, 2899-907	3.7	20
8	The Applicability of Multidimensional Computerized Adaptive Testing for Cognitive Ability Measurement in Organizational Assessment. <i>International Journal of Testing</i> , 2013 , 13, 123-139	1.5	7
7	Modeling differential item functioning with group-specific item parameters: A computerized adaptive testing application. <i>Measurement: Journal of the International Measurement Confederation</i> , 2013 , 46, 3228-3237	4.6	12
6	Improving personality facet scores with multidimensional computer adaptive testing: an illustration with the NEO PI-R. <i>Assessment</i> , 2013 , 20, 3-13	3.7	18
5	Unproctored Internet Test Verification: Using Adaptive Confirmation Testing. <i>Organizational Research Methods</i> , 2011 , 14, 608-630	5.7	14
4	Testing Vocational Interests and Personality as Predictors of Person-Vocation and Person-Job Fit. <i>Journal of Career Assessment</i> , 2007 , 15, 206-226	2.5	40
3	The Virtual Field Trip: Investigating How to Optimize Immersive Virtual Learning in Climate Change Education		2
2	Investigating the redundancy principle in immersive virtual reality environments: An eye-tracking and EEG study. <i>Journal of Computer Assisted Learning</i> ,	3.8	5
1	Virtual reality enhances safety training in the maritime industry: An organizational training experiment with a non-WEIRD sample. <i>Journal of Computer Assisted Learning</i> ,	3.8	3