Wim Westera

List of Publications by Year in descending order

39	927	516710	477307
papers	citations	16	29
		h-index	g-index

39	39	39	851
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Competences in education: A confusion of tongues. Journal of Curriculum Studies, 2001, 33, 75-88.	2.1	215
2	Towards multimodal emotion recognition in e-learning environments. Interactive Learning Environments, 2016, 24, 590-605.	6.4	78
3	Students' attitudes toward playing games and using games in education: Comparing Scotland and the Netherlands. Computers and Education, 2013, 69, 474-484.	8.3	55
4	Artificial intelligence moving serious gaming: Presenting reusable game AI components. Education and Information Technologies, 2020, 25, 351-380.	5.7	46
5	Introducing the â€œSerious Games Mechanicsâ€•A Theoretical Framework to Analyse Relationships Between â€œGameâ€•andâ€œPedagogical Aspectsâ€•of Serious Games. Procedia Computer Science, 2012, 15, 314-315.	2.0	39
6	Towards real-time speech emotion recognition for affective e-learning. Education and Information Technologies, 2016, 21, 1367-1386.	5.7	38
7	How people learn while playing serious games: A computational modelling approach. Journal of Computational Science, 2017, 18, 32-45.	2.9	37
8	Serious Gaming Analytics: What StudentsÂ´ Log Files Tell Us about Gaming and Learning. International Journal of Serious Games, 2014, 1, .	1.1	35
9	Data Fusion for Real-time Multimodal Emotion Recognition through Webcams and Microphones in E-Learning. International Journal of Human-Computer Interaction, 2016, 32, 415-430.	4.8	33
10	RAGE Architecture for Reusable Serious Gaming Technology Components. International Journal of Computer Games Technology, 2016, 2016, 1-10.	2.5	32
11	Games are motivating, arenÂ´t they? Disputing the arguments for digital game-based learning. International Journal of Serious Games, 2015, 2, .	1.1	32
12	On strategies of educational innovation: Between substitution and transformation. Higher Education, 2004, 47, 501-517.	4.4	31
13	Using reflection triggers while learning in an online course. British Journal of Educational Technology, 2012, 43, 1030-1040.	6.3	27
14	A fuzzy logic approach to reliable real-time recognition of facial emotions. Multimedia Tools and Applications, 2019, 78, 18943-18966.	3.9	24
15	Keep It Simple. Simulation and Gaming, 2015, 46, 40-67.	1.9	20
16	Automated essay scoring in applied games: Reducing the teacher bandwidth problem in online training. Computers and Education, 2018, 123, 212-224.	8.3	20
17	Collaboration scripts for mastership skills: online game about classroom dilemmas in teacher education. Interactive Learning Environments, 2015, 23, 670-682.	6.4	18
18	FILTWAM - A Framework for Online Affective Computing in Serious Games. Procedia Computer Science, 2012, 15, 45-52.	2.0	13

#	Article	IF	Citations
19	The eventful genesis of educational media. Education and Information Technologies, 2012, 17, 345-360.	5.7	12
20	RAGE Reusable Game Software Components and Their Integration into Serious Game Engines. Lecture Notes in Computer Science, 2016, , 165-180.	1.3	11
21	Introducing serious games with Wikis: empowering the teacher with simple technologies. Interactive Learning Environments, 2014, 22, 564-577.	6.4	10
22	Infusing reflective practice in eLearning courses – can widgets help?. International Journal of Technology Enhanced Learning, 2011, 3, 93.	0.7	9
23	A quest for meta-learning gains in a physics serious game. Education and Information Technologies, 2014, 19, 361-374.	5.7	9
24	Learning Analytics Should Analyse the Learning: Proposing a Generic Stealth Assessment Tool. , 2019, , .		9
25	A Didactic Framework for Audiovisual Design. Learning, Media and Technology, 1999, 24, 87-102.	0.4	8
26	Automated Adaptation and Assessment inÂSerious Games: A Portable Tool forÂSupportingÂLearning. Lecture Notes in Computer Science, 2017, , 201-212.	1.3	8
27	Self-arrangement of fleeting student pairs: a Web 2.0 approach for peer tutoring. Interactive Learning Environments, 2009, 17, 341-349.	6.4	7
28	Performance assessment in serious games: Compensating for the effects of randomness. Education and Information Technologies, 2016, 21, 681-697.	5.7	7
29	Communication skills training exploiting multimodal emotion recognition. Interactive Learning Environments, 2017, 25, 1065-1082.	6.4	7
30	Simulating serious games: a discrete-time computational model based on cognitive flow theory. Interactive Learning Environments, 2018, 26, 539-552.	6.4	7
31	On the Robustness of Stealth Assessment. IEEE Transactions on Games, 2021, 13, 180-192.	1.4	7
32	Accommodating Stealth Assessment in Serious Games: Towards Developing a Generic Tool. , 2018, , .		6
33	On the cybernetic arrangement of feedback in serious games: A systems-theoretical perspective. Education and Information Technologies, 2015, 20, 57-73.	5.7	5
34	Structured reflection breaks embedded in an online course â€" effects on learning experience, time on task and performance. Interactive Learning Environments, 2016, 24, 606-624.	6.4	4
35	Bolstering Stealth Assessment in Serious Games. Lecture Notes in Computer Science, 2019, , 211-220.	1.3	4
36	Effects of isolated versus combined learning enactments in an online course. International Journal of Technology Enhanced Learning, 2017, 9, 169.	0.7	2

#	Article	IF	Citations
37	Reinforcing Stealth Assessment in Serious Games. Lecture Notes in Computer Science, 2019, , 512-521.	1.3	2
38	A simulation program for training in integrated life cycle management. Journal of Cleaner Production, 1994, 2, 107-115.	9.3	0
39	Generating Computational Models for Serious Gaming. Lecture Notes in Computer Science, 2014, , 53-63.	1.3	0