

Armando M Toda

List of Publications by Year in descending order

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Version: 2024-02-01

32
papers

619
citations

1040056

9
h-index

1058476

14
g-index

34
all docs

34
docs citations

34
times ranked

270
citing authors

#	ARTICLE	IF	CITATIONS
1	Analysing gamification elements in educational environments using an existing Gamification taxonomy. Smart Learning Environments, 2019, 6, .	7.6	107
2	The Dark Side of Gamification: An Overview of Negative Effects of Gamification in Education. Communications in Computer and Information Science, 2018, , 143-156.	0.5	89
3	An approach for planning and deploying gamification concepts with social networks within educational contexts. International Journal of Information Management, 2019, 46, 294-303.	17.5	62
4	Tailored gamification in education: A literature review and future agenda. Education and Information Technologies, 2023, 28, 373-406.	5.7	55
5	The relationship between user types and gamification designs. User Modeling and User-Adapted Interaction, 2021, 31, 907-940.	3.8	42
6	A Taxonomy of Game Elements for Gamification in Educational Contexts: Proposal and Evaluation. , 2019, , .		41
7	Personalized gamification: A literature review of outcomes, experiments, and approaches. , 2020, , .		23
8	The effects of personalized gamification on students'™ flow experience, motivation, and enjoyment. Smart Learning Environments, 2022, 9, .	7.6	23
9	Gamification suffers from the novelty effect but benefits from the familiarization effect: Findings from a longitudinal study. International Journal of Educational Technology in Higher Education, 2022, 19, .	7.6	22
10	Gamification Works, but How and to Whom?. , 2021, , .		18
11	Does Tailoring Gamified Educational Systems Matter? The Impact on Students' Flow Experience. , 2020, , .		18
12	Automating Gamification Personalization to the User and Beyond. IEEE Transactions on Learning Technologies, 2022, 15, 199-212.	3.2	15
13	Personalization Improves Gamification. Proceedings of the ACM on Human-Computer Interaction, 2021, 5, 1-25.	3.3	14
14	Thinking Inside the Box: How to Tailor Gamified Educational Systems Based on Learning Activities Types. , 0, , .		12
15	Towards Automatic Flow Experience Identification in Educational Systems. , 2019, , .		10
16	Can We Use Gamification to Predict Students'™ Performance? A Case Study Supported by an Online Judge. Lecture Notes in Computer Science, 2020, , 259-269.	1.3	9
17	For whom should we gamify? Insights on the users intentions and context towards gamification in education. , 0, , .		7
18	Just beat it: Exploring the influences of competition and task-related factors in gamified learning environments. , 0, , .		7

#	ARTICLE	IF	CITATIONS
19	Evaluation of SIGMa, an empiric study with Math teachers. , 2015, , .		6
20	Um processo de Gamifica��o para o ensino superior: Experi��ncias em um m��dulo de Bioqu��mica. , 0, , .		6
21	BrasilEduca — An open-source MOOC platform for Portuguese speakers with gamification concepts. , 2014, , .		5
22	Are They Learning or Playing? Moderator Conditions of Gamification���s Success in Programming Classrooms. ACM Transactions on Computing Education, 2022, 22, 1-27.	3.5	5
23	Project SIGMA - An Online Tool to Aid Students in Math Lessons with Gamification Concepts. , 2014, , .		4
24	GamiCSM. , 2020, , .		4
25	Towards Automatic Flow Experience Identification in Educational Systems: A Qualitative Study. , 0, , .		4
26	A Gamified Online System to Aid in Math Lessons of Junior and Middle High Students. , 2014, , .		3
27	A Web System for Solving Real Problems Involving Partial Differential Equations in Generalized Coordinates. Lecture Notes in Computer Science, 2014, , 665-680.	1.3	1
28	Desenvolvimento de uma aplica��o web para auxiliar no ensino da Matem��tica para alunos do Ensino Fundamental. , 0, , .		1
29	Desenvolvimento de um MOOC Gamificado para Ensino de Bioinform��tica. , 0, , .		1
30	SSIE: An Automatic Data Extractor for Sports Management in Athletics Modality. , 2015, , .		0
31	Plataforma de Recursos Educacionais Abertos: Uma Arquitetura de Refer��ncia com Elementos de Gamifica��o. Renote, 2017, 14, .	0.1	0
32	Contribui��es para o Design de Gamifica��o em Contextos Educacionais. , 0, , .		0