

# Armando M Toda

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8465047/publications.pdf>

Version: 2024-02-01

32  
papers

619  
citations

1039880

9  
h-index

1058333

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. <i>Smart Learning Environments</i> , 2019, 6, .	4.3	107
2	The Dark Side of Gamification: An Overview of Negative Effects of Gamification in Education. <i>Communications in Computer and Information Science</i> , 2018, , 143-156.	0.4	89
3	An approach for planning and deploying gamification concepts with social networks within educational contexts. <i>International Journal of Information Management</i> , 2019, 46, 294-303.	10.5	62
4	Tailored gamification in education: A literature review and future agenda. <i>Education and Information Technologies</i> , 2023, 28, 373-406.	3.5	55
5	The relationship between user types and gamification designs. <i>User Modeling and User-Adapted Interaction</i> , 2021, 31, 907-940.	2.9	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. <i>Smart Learning Environments</i> , 2022, 9, .	4.3	23
9	Gamification suffers from the novelty effect but benefits from the familiarization effect: Findings from a longitudinal study. <i>International Journal of Educational Technology in Higher Education</i> , 2022, 19, .	4.5	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. <i>IEEE Transactions on Learning Technologies</i> , 2022, 15, 199-212.	2.2	15
13	Personalization Improves Gamification. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2021, 5, 1-25.	2.5	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. <i>Lecture Notes in Computer Science</i> , 2020, , 259-269.	1.0	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 GamificaÃ§Ã£o para o ensino superior: ExperiÃªncias em um mÃ³dulo de BioquÃmica. , 0, , .		6
21	BrasilEduca &#x2014; An open-source MOOC platform for Portuguese speakers with gamification concepts. , 2014, , .		5
22	Are They Learning or Playing? Moderator Conditions of Gamificationâ€™s Success in Programming Classrooms. ACM Transactions on Computing Education, 2022, 22, 1-27.	2.9	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.	1.0	1
28	Desenvolvimento de uma aplicaÃ§Ã£o web para auxiliar no ensino da MatemÃtica para alunos do Ensino Fundamental. , 0, , .		1
29	Desenvolvimento de um MOOC Gamificado para Ensino de BioinformÃtica. , 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 ReferÃncia com Elementos de GamificaÃ§Ã£o. Renote, 2017, 14, .	0.0	0
32	ContribuiÃ§Ãµes para o Design de GamificaÃ§Ã£o em Contextos Educacionais. , 0, , .		0