Cristina Alonso-Fernandez

List of Publications by Year
in descending order

20 papers	418 citations	1163117 8 h-index	940533 16 g-index
20 all docs	20 docs citations	20 times ranked	265 citing authors

#	Article	IF	Citations
1	Evidence-based evaluation of a serious game to increase bullying awareness. Interactive Learning Environments, 2023, 31, 644-654.	6.4	5
2	The relationship among prior knowledge, accessing learning supports, learning outcomes, and game performance in educational games. Educational Technology Research and Development, 2021, 69, 1055-1075.	2.8	8
3	The use and effects of incentive systems on learning and performance in educational games. Computers and Education, 2021, 165, 104135.	8.3	21
4	Improving evidence-based assessment of players using serious games. Telematics and Informatics, 2021, 60, 101583.	5.8	6
5	Creating awareness on bullying and cyberbullying among young people: Validating the effectiveness and design of the serious game Conectado. Telematics and Informatics, 2021, 60, 101568.	5.8	14
6	Validation of a Cyberbullying Serious Game Using Game Analytics. IEEE Transactions on Learning Technologies, 2020, 13, 186-197.	3.2	32
7	Predicting students' knowledge after playing a serious game based on learning analytics data: A case study. Journal of Computer Assisted Learning, 2020, 36, 350-358.	5.1	51
8	Applications of Simva to Simplify Serious Games Validation and Deployment. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2020, 15, 161-170.	0.9	1
9	Serious games to prevent and detect bullying and cyberbullying: A systematic serious games and literature review. Computers and Education, 2020, 157, 103958.	8.3	57
10	Simplifying the Validation and Application of Games with Simva. Lecture Notes in Computer Science, 2020, , 337-346.	1.3	0
11	Game Analytics Evidence-Based Evaluation of a Learning Game for Intellectual Disabled Users. IEEE Access, 2019, 7, 123820-123829.	4.2	15
12	Applications of data science to game learning analytics data: A systematic literature review. Computers and Education, 2019, 141, 103612.	8.3	75
13	Lessons learned applying learning analytics to assess serious games. Computers in Human Behavior, 2019, 99, 301-309.	8.5	45
14	Improving Serious Games Analyzing Learning Analytics Data: Lessons Learned. Lecture Notes in Computer Science, 2019, , 287-296.	1.3	7
15	Game Learning Analytics, Facilitating the Use of Serious Games in the Class. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2019, 14, 168-176.	0.9	6
16	Simva: Simplifying the Scientific Validation of Serious Games. , 2019, , .		9
17	Making Understandable Game Learning Analytics for Teachers. Lecture Notes in Computer Science, 2018, , 112-121.	1.3	5
18	Game learning analytics is not informagic!. , 2018, , .		18

#	Article	IF	Citations
19	Systematizing game learning analytics for serious games. , 2017, , .		41
20	Full Lifecycle Architecture for Serious Games: Integrating Game Learning Analytics and a Game Authoring Tool. Lecture Notes in Computer Science, 2017, , 73-84.	1.3	2