

# Borja Manero

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8601156/publications.pdf>

Version: 2024-02-01

10  
papers

167  
citations

1684188

5  
h-index

1720034

7  
g-index

10  
all docs

10  
docs citations

10  
times ranked

161  
citing authors

#	ARTICLE	IF	CITATIONS
1	An instrument to build a gamer clustering framework according to gaming preferences and habits. Computers in Human Behavior, 2016, 62, 353-363.	8.5	49
2	A methodology for assessing the effectiveness of serious games and for inferring player learning outcomes. Multimedia Tools and Applications, 2018, 77, 2849-2871.	3.9	38
3	Can educational video games increase high school students' interest in theatre?. Computers and Education, 2015, 87, 182-191.	8.3	33
4	Investigating the Impact of Gaming Habits, Gender, and Age on the Effectiveness of an Educational Video Game: An Exploratory Study. IEEE Transactions on Learning Technologies, 2017, 10, 236-246.	3.2	25
5	Emotions-Responsive Audiences for VR Public Speaking Simulators Based on the Speakers' Voice. , 2019, , .		9
6	Designing a VR game for public speaking based on speakers features: a case study. Smart Learning Environments, 2019, 6, .	7.6	7
7	Comparison of a Tablet Versus Computer-Based Classical Theatre Game Among 8-13 Year Children. IEEE Access, 2021, 9, 44283-44291.	4.2	3
8	Computers or Tablets? Choosing Devices for Educational Videogames. , 2016, , .		2
9	The Role of Emotions in Classroom Conflict Management. Case Studies Geared Towards Improving Teacher Training. Frontiers in Psychology, 2022, 13, 818431.	2.1	1
10	El videojuego como herramienta de alfabetización informacional en estudiantes universitarios. Profesional De La Informacion, 0, , .	2.7	0