Michael Sailer

List of Publications by Year
in descending order

32	2,154	643344 15	651938 25
papers	citations	h-index	g-index

37	37	37	1632
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Adaptive feedback from artificial neural networks facilitates pre-service teachersâ€™ diagnostic reasoning in simulation-based learning. Learning and Instruction, 2023, 83, 101620.	1.9	14
2	Context-specificity to reduce bias in self-assessments: Comparing teachersâ€™ scenario-based self-assessment and objective assessment of technological knowledge. Journal of Research on Technology in Education, 2023, 55, 917-930.	4.0	1
3	Science knowledge and trust in medicine affect individualsâ€™ behavior in pandemic crises. European Journal of Psychology of Education, 2022, 37, 279-292.	1.3	27
4	Diagnosing Collaboratively: A Theoretical Model and a Simulation-Based Learning Environment. , 2022, , 123-141.		3
5	Learning to Diagnose Studentsâ€™ Behavioral, Developmental, and Learning Disorders in a Simulation-Based Learning Environment for Pre-Service Teachers. , 2022, , 97-107.		0
6	Implementing Remote Collaboration in a Virtual Patient Platform: Usability Study. JMIR Medical Education, 2022, 8, e24306.	1.2	3
7	Gamification of inâ€class activities in flipped classroom lectures. British Journal of Educational Technology, 2021, 52, 75-90.	3.9	72
8	Technology-related knowledge, skills, and attitudes of pre- and in-service teachers: The current situation and emerging trends. Computers in Human Behavior, 2021, 115, 106552.	5.1	102
9	Knowledge as a formative construct: A good alpha is not always better. New Ideas in Psychology, 2021, 60, 100832.	1.2	51
10	Technology-related teaching skills and attitudes: Validation of a scenario-based self-assessment instrument for teachers. Computers in Human Behavior, 2021, 115, 106625.	5.1	58
11	Simulation research and design: a dual-level framework for multi-project research programs. Educational Technology Research and Development, 2021, 69, 809-841.	2.0	2
12	The right amount of pressure: Implementing time pressure in online exams. Distance Education, 2021, 42, 219-230.	2.5	9
13	On powerpointers, clickerers, and digital pros: Investigating the initiation of digital learning activities by teachers in higher education. Computers in Human Behavior, 2021, 119, 106715.	5.1	43
14	Digital learning in schools: What does it take beyond digital technology?. Teaching and Teacher Education, 2021, 103, 103346.	1.6	63
15	Contextual facilitators for learning activities involving technology in higher education: The Câ™-model. Computers in Human Behavior, 2021, 121, 106794.	5.1	70
16	Learning to diagnose collaboratively â€“ Effects of adaptive collaboration scripts in agent-based medical simulations. Learning and Instruction, 2021, 75, 101487.	1.9	10
17	From top to bottom: How positions on different types of leaderboard may affect fully online student learning performance, intrinsic motivation, and course engagement. Computers and Education, 2021, 173, 104297.	5.1	31
18	Gamification als didaktisches Mittel in der Hochschulbildung. , 2021, , 515-532.		4

#	Article	IF	Citations
19	The Gamification of Learning: a Meta-analysis. Educational Psychology Review, 2020, 32, 77-112.	5.1	405
20	Diagnostic Activities and Diagnostic Practices in Medical Education and Teacher Education: An Interdisciplinary Comparison. Frontiers in Psychology, 2020, 11, 562665.	1.1	11
21	Learning clinical reasoning: how virtual patient case format and prior knowledge interact. BMC Medical Education, 2020, 20, 73.	1.0	32
22	The online inverted classroom model (oICM). A blueprint to adapt the inverted classroom to an online learning setting in medical and health education [Version 2]. MedEdPublish, 2020, 9, .	0.3	0
23	ONYAâ€"The Wellbeing Game: How to Use Gamification to Promote Wellbeing. Information (Switzerland), 2019, 10, 58.	1.7	16
24	Using ENA to Analyze Pre-service Teachersâ€™ Diagnostic Argumentations: A Conceptual Framework and Initial Applications. Communications in Computer and Information Science, 2019, , 14-25.	0.4	7
25	Analysis of Automatic Annotation Suggestions for Hard Discourse-Level Tasks in Expert Domains. , 2019, , .		4
26	FAMULUS: Interactive Annotation and Feedback Generation for Teaching Diagnostic Reasoning. , 2019, , .		2
27	Automatic Recommendations for Data Coding: A Use Case from Medical and Teacher Education. , 2018, , .		1
28	How gamification motivates: An experimental study of the effects of specific game design elements on psychological need satisfaction. Computers in Human Behavior, 2017, 69, 371-380.	5.1	935
29	Fostering Development of Work Competencies and Motivation via Gamification. Technical and Vocational Education and Training, 2017, , 795-818.	0.3	34
30	Implementation Model for the Gamification of Business Processes: A Study from the Field of Material Handling. Translational Systems Sciences, 2016, , 173-184.	0.2	11
31	Using Gamification to Enhance Staff Motivation in Logistics. Lecture Notes in Computer Science, 2014, , 206-213.	1.0	26
32	The Effectiveness of Different Levels of Activation in Higher Education. , 0, , .		0