

Ashish Amresh

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8962988/publications.pdf>

Version: 2024-02-01

30
papers

318
citations

1684188

5
h-index

1372567

10
g-index

30
all docs

30
docs citations

30
times ranked

382
citing authors

#	ARTICLE	IF	CITATIONS
1	Evaluating the effectiveness of flipped classrooms for teaching CS1. , 2013, , .		100
2	Usability of a Smartphone Application to Support the Prevention and Early Intervention of Anxiety in Youth. Cognitive and Behavioral Practice, 2017, 24, 393-404.	1.5	51
3	Designing a mobile application to support the indicated prevention and early intervention of childhood anxiety. , 2015, , .		30
4	Adaptive Subdivision Schemes for Triangular Meshes. Mathematics and Visualization, 2003, , 319-327.	0.6	20
5	The Use of a Kiosk-Model Bilingual Self-Triage System in the Pediatric Emergency Department. Pediatric Emergency Care, 2014, 30, 63-68.	0.9	16
6	A Mobile, Avatar-Based App for Improving Body Perceptions Among Adolescents: A Pilot Test. JMIR Serious Games, 2017, 5, e4.	3.1	13
7	Real-time stealth intervention for motor learning using player flow-state. , 2018, , .		12
8	Interactive Cause and Effect Comic-book Storytelling for Improving Nutrition Outcomes in Children. , 2015, , .		11
9	Emerging Practices in Game-Based Assessment. Advances in Game-based Learning, 2019, , 327-346.	0.3	8
10	Make your garden grow: designing a physical activity estimation improvement game. , 2014, , .		7
11	Design, implementation and evaluation of a game-based intervention targeting Latino children for improving obesity outcomes. , 2016, , .		6
12	Towards a Home-based Virtual Reality Game System to Promote Exercise. , 2017, , .		6
13	A Pilot Study of Computerized, Tailored Intervention to Promote HPV Vaccination in Mexican-heritage Adolescents. , 2017, , .		6
14	Measuring Computing Self-Efficacy. , 0, , .		4
15	Aspira: Employing a serious game in an mHealth app to improve asthma outcomes. , 2017, , .		4
16	A Game Based Intervention to Promote HPV Vaccination among Adolescents. , 2019, , .		4
17	Predicting Real-Time Affective States by Modeling Facial Emotions Captured During Educational Video Game Play. Lecture Notes in Computer Science, 2020, , 447-452.	1.3	4
18	ScrumTutor: A web-based interactive tutorial for Scrum Software development. , 2013, , .		3

#	ARTICLE	IF	CITATIONS
19	Developing a Bilingual, Computer-Tailored, HPV Vaccination Promotion Intervention Targeting Latino Parents. , 2015, , .		2
20	Domain Knowledge and Adaptive Serious Games: Exploring the Relationship of Learner Ability and Affect Adaptability. Journal of Educational Computing Research, 0, , 073563312110312.	5.5	2
21	Validity of a Content Agnostic Game Based Stealth Assessment. Lecture Notes in Computer Science, 2021, , 121-130.	1.3	2
22	Work in progress: Teaching game design and robotics together: A natural marriage of computing and engineering design in a first-year engineering course. , 2012, , .		1
23	Methods for Approximating Loop Subdivision Using Tessellation Enabled GPUs. Lecture Notes in Computer Science, 2012, , 115-125.	1.3	1
24	Development and Use of a Tablet-based Resuscitation Sheet for Improving Outcomes during Intensive Patient Care. , 2016, , .		1
25	MHealth Games as Rewards. , 2017, , .		1
26	Reflection on Assumptions from Designing Female-Centric Educational Games. Lecture Notes in Computer Science, 2016, , 25-41.	1.3	1
27	Game Based Behavior Change Methods in Healthcare: The Case of Obesity. Computers in Health Care, 2017, , 347-366.	0.3	1
28	Semi-uniform, 2-Different Tessellation of Triangular Parametric Surfaces. Lecture Notes in Computer Science, 2010, , 54-63.	1.3	1
29	A complex systems framework approach towards multidisciplinary tumor boards. , 2016, , .		0
30	Content Agnostic Game Engineering: Impact of Stealth Assessment and Content Order on Player Engagement. Lecture Notes in Networks and Systems, 2022, , 455-470.	0.7	0