Elyssebeth Leigh

List of Publications by Year
in descending order

		2258059	1588992
22 papers	**98** citations	**3** h-index	**8** g-index
30 all docs	**30** docs citations	**30** times ranked	**52** citing authors

#	Article	IF	Citations
1	Congruent Facilitation of Simulations and Games. , 2005, , 189-198.		13
2	Using Students' Devices and a No-to-Low Cost Online Tool to Support Interactive Experiential mLearning. , 2009, , .		8
3	Why Facilitation?. Simulation and Gaming, 2021, 52, 247-254.	1.9	6
4	Constructing Safe Containers for Effective Learning: Vignettes of Breakdown in Psychological Safety During Simulated Scenarios. Lecture Notes in Computer Science, 2018, , 15-29.	1.3	4
5	Australian engineering educators' attitudes towards Aboriginal cultures and perspectives. European Journal of Engineering Education, 2017, 42, 429-444.	2.3	3
6	Revisiting the Impact of Education Philosophies and Theories in Experiential Learning. , 2019, , 9-32.		3
7	Disrupting the Familiar: Applying Educational Theories to Simulation-Based Learning and Assessment Design. Communications in Computer and Information Science, 2019, , 61-76.	0.5	2
8	Enhancing leadership training in health services – an evidence-based practice-oriented approach. Leadership in Health Services, 2022, ahead-of-print, .	1.2	2
9	Building Aligned Groups (BAGs): Creating Supportive Study Groups. Simulation and Gaming, 1999, 30, 529-534.	1.9	1
10	Sight Beyond Sight: A Conceptual Exploration of the 'Gaze' in Facilitating Simulations. Simulation and Gaming, 2021, 52, 290-311.	1.9	1
11	Focusing the 'Gaze' on Facilitators of Simulation. Communications in Computer and Information Science, 2019, , 3-12.	0.5	1
12	Identifying the Competencies and Capabilities of Simulation Professionals. Lecture Notes in Computer Science, 2014, , 253-264.	1.3	1
13	Bending Time: Using Simulation to Warp Perceptions of Time for Learning Purposes. Translational Systems Sciences, 2016, , 13-24.	0.2	1
14	Assessment and Evaluation of Learning via Simulation. Lecture Notes in Computer Science, 2018, , 116-133.	1.3	1
15	Simulating Global Strategic Challenges: A Teamwork Perspective. , 2019, , 541-563.		1
16	ISAGA '98: St. Petersburg and a Summer of Delights. Simulation and Gaming, 1999, 30, 227-230.	1.9	0
17	ISAGA 2001: On the Edge of the Millennium. Simulation and Gaming, 2002, 33, 231-235.	1.9	0
18	DIGICON. , 2014, , .		0

#	Article	IF	Citations
19	Creating an Organization in the Classroom: Students Living Management Theories in Action. , 2018, , 171-187.		0
20	Reports & communications: Isaga 2001: On the edge of the millennium. Simulation and Gaming, 2002, 33, 231-235.	1.9	0
21	Transitions â€" From Deterministic to Probabilistic Learning Conditions - Managing Simulations in Complex Conditions. Lecture Notes in Computer Science, 2018, , 181-190.	1.3	0
22	Design Thinking: Project Portfolio Management and Simulation â€" A Creative Mix for Research. Lecture Notes in Computer Science, 2018, , 3-14.	1.3	0