Rui Leitão

List of Publications by Year
in descending order

8 papers	**61** citations	1937457 **4** h-index	2272820 **4** g-index
8 all docs	**8** docs citations	**8** times ranked	**19** citing authors

#	Article	IF	Citations
1	A systematic evaluation of game elements effects on students' motivation. Education and Information Technologies, 2022, 27, 1081-1103.	3.5	20
2	Ocean literacy gamified: A systematic evaluation of the effect of game elements on students' learning experience. Environmental Education Research, 2022, 28, 276-294.	1.6	14
3	Game-Based Learning. International Journal of Art Culture and Design Technologies, 2014, 4, 63-75.	0.0	13
4	OCEAN LITERACY AND INFORMATION SOURCES: COMPARISON BETWEEN PUPILS IN PORTUGAL AND THE UK. , 2018, , .		4
5	Mobile Learning. Advances in Media, Entertainment and the Arts, 2018, , 234-257.	0.0	4
6	GAMIFICATION AND EDUCATION: A STUDY OF THE EFFECTS ON STUDENTS SITUATIONAL MOTIVATION. , 2019, , .		3
7	STUDENT'S PARTICIPATION IN THE DESIGN PROCESS: A STUDY ON USER EXPERIENCE OF AN EDUCATIONAL GAME-LIKE APPLICATION. , 2019, , .		2
8	THE USE OF MOBILE PLATFORMS IN SCIENCE LEARNING: A COMPARATIVE STUDY BETWEEN PORTUGAL AND THE UK. , 2017, , .		1