

# Rui Leitão

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9082393/publications.pdf>

Version: 2024-02-01

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 studentsâ€™ 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 studentsâ€™ learning experience. Environmental Education Research, 2022, 28, 276-294.	1.6	14
3	GAMIFICATION AND EDUCATION: A STUDY OF THE EFFECTS ON STUDENTS SITUATIONAL MOTIVATION. , 2019, , .		3
4	STUDENTâ€™S PARTICIPATION IN THE DESIGN PROCESS: A STUDY ON USER EXPERIENCE OF AN EDUCATIONAL GAME-LIKE APPLICATION. , 2019, , .		2
5	OCEAN LITERACY AND INFORMATION SOURCES: COMPARISON BETWEEN PUPILS IN PORTUGAL AND THE UK. , 2018, , .		4
6	Mobile Learning. Advances in Media, Entertainment and the Arts, 2018, , 234-257.	0.0	4
7	THE USE OF MOBILE PLATFORMS IN SCIENCE LEARNING: A COMPARATIVE STUDY BETWEEN PORTUGAL AND THE UK. , 2017, , .		1
8	Game-Based Learning. International Journal of Art Culture and Design Technologies, 2014, 4, 63-75.	0.0	13