

Lauren S Ferro

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9127369/publications.pdf>

Version: 2024-02-01

12
papers

157
citations

1937685

4
h-index

1872680

6
g-index

13
all docs

13
docs citations

13
times ranked

150
citing authors

#	ARTICLE	IF	CITATIONS
1	Towards personalised, gamified systems. , 2013, , .		107
2	An analysis of playersâ€™ personality type and preferences for game elements and mechanics. Entertainment Computing, 2018, 27, 73-81.	2.9	12
3	CyberVR. , 2020, , .		9
4	The emerging adolescent World of Warcraft video gamer: A five factor exploratory profile model. Entertainment Computing, 2016, 17, 45-54.	2.9	8
5	The Game Element and Mechanic (GEM) framework: A structural approach for implementing game elements and mechanics into game experiences. Entertainment Computing, 2021, 36, 100375.	2.9	8
6	Gamicards - An Alternative Method for Paper-Prototyping the Design of Gamified Systems. Lecture Notes in Computer Science, 2014, , 11-18.	1.3	4
7	A Human Factor Approach to Threat Modeling. Lecture Notes in Computer Science, 2021, , 139-157.	1.3	3
8	AWATO: A Serious Game to Improve Cybersecurity Awareness. Lecture Notes in Computer Science, 2022, , 508-529.	1.3	2
9	V-DOOR. , 2020, , .		1
10	VERTO. , 2018, , .		0
11	Gaeta: The Great Adventure - A Cultural Heritage Game about the History of Gaeta. Communications in Computer and Information Science, 2021, , 179-187.	0.5	0
12	Intelligent Pedagogic Agents (IPAs) in GEA2, an Educational Game to Teach STEM Topics. Advances in Intelligent Systems and Computing, 2021, , 226-236.	0.6	0