

# Fengfeng Ke

## List of Publications by Year in descending order

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Version: 2024-02-01

72  
papers

3,425  
citations

201674

27  
h-index

161849

54  
g-index

73  
all docs

73  
docs citations

73  
times ranked

2435  
citing authors

#	ARTICLE	IF	CITATIONS
1	A case study of computer gaming for math: Engaged learning from gameplay?. Computers and Education, 2008, 51, 1609-1620.	8.3	304
2	An implementation of design-based learning through creating educational computer games: A case study on mathematics learning during design and computing. Computers and Education, 2014, 73, 26-39.	8.3	202
3	Gameplaying for maths learning: cooperative or not?. British Journal of Educational Technology, 2007, 38, 249-259.	6.3	200
4	Examining online teaching, cognitive, and social presence for adult students. Computers and Education, 2010, 55, 808-820.	8.3	189
5	Designing and integrating purposeful learning in game play: a systematic review. Educational Technology Research and Development, 2016, 64, 219-244.	2.8	186
6	Computer games application within alternative classroom goal structures: cognitive, metacognitive, and affective evaluation. Educational Technology Research and Development, 2008, 56, 539-556.	2.8	171
7	The power of play: The effects of Portal 2 and Lumosity on cognitive and noncognitive skills. Computers and Education, 2015, 80, 58-67.	8.3	164
8	Toward deep learning for adult students in online courses. Internet and Higher Education, 2009, 12, 136-145.	6.5	140
9	Virtual-Reality-Based Social Interaction Training for Children with High-Functioning Autism. Journal of Educational Research, 2013, 106, 441-461.	1.6	138
10	Games, Learning, and Assessment. , 2012, , 43-58.		128
11	Online learning across ethnicity and age: A study on learning interaction participation, perception, and learning satisfaction. Computers and Education, 2013, 61, 43-51.	8.3	122
12	Teaching training in a mixed-reality integrated learning environment. Computers in Human Behavior, 2016, 62, 212-220.	8.5	104
13	Mobile augmented-reality artifact creation as a component of mobile computer-supported collaborative learning. Internet and Higher Education, 2015, 26, 33-41.	6.5	99
14	The role of students' motivation in peer-moderated asynchronous online discussions. British Journal of Educational Technology, 2011, 42, 916-930.	6.3	93
15	Game-based learning engagement: A theory-and data-driven exploration. British Journal of Educational Technology, 2016, 47, 1183-1201.	6.3	89
16	Games for engaged learning of middle school children with special learning needs. British Journal of Educational Technology, 2013, 44, 225-242.	6.3	74
17	Social Skill Interventions for Youth and Adults With Autism Spectrum Disorder: A Systematic Review. Review of Educational Research, 2018, 88, 3-42.	7.5	74
18	Evaluating online learning communities. Educational Technology Research and Development, 2009, 57, 487-510.	2.8	68

#	ARTICLE	IF	CITATIONS
19	Maximizing learning without sacrificing the fun: Stealth assessment, adaptivity and learning supports in educational games. <i>Journal of Computer Assisted Learning</i> , 2021, 37, 127-141.	5.1	65
20	Alternative goal structures for computer game-based learning. <i>International Journal of Computer-Supported Collaborative Learning</i> , 2008, 3, 429-445.	3.0	56
21	Assessment and Adaptation in Games. , 2017, , 59-78.		53
22	Virtual Realityâ€‘Based Social Skills Training for Children With Autism Spectrum Disorder. <i>Journal of Special Education Technology</i> , 2022, 37, 49-62.	2.2	46
23	Computer-game-based tutoring of mathematics. <i>Computers and Education</i> , 2013, 60, 448-457.	8.3	44
24	A case study on collective cognition and operation in team-based computer game design by middle-school children. <i>International Journal of Technology and Design Education</i> , 2014, 24, 187-201.	2.6	41
25	Virtual collaborative gaming as social skills training for highâ€‘functioning autistic children. <i>British Journal of Educational Technology</i> , 2018, 49, 728-741.	6.3	38
26	Identity presence and knowledge building: Joint emergence in online learning environments?. <i>International Journal of Computer-Supported Collaborative Learning</i> , 2011, 6, 349-370.	3.0	37
27	Effects of game-based learning in an OpenSim-supported virtual environment on mathematical performance. <i>Interactive Learning Environments</i> , 2017, 25, 543-557.	6.4	37
28	Investigating educational affordances of virtual reality for simulation-based teaching training with graduate teaching assistants. <i>Journal of Computing in Higher Education</i> , 2020, 32, 607-627.	6.1	35
29	Virtual reality based collaborative design by children with high-functioning autism: design-based flexibility, identity, and normâ€‘construction. <i>Interactive Learning Environments</i> , 2016, 24, 1511-1533.	6.4	33
30	Collaborative science learning in an immersive flight simulation. <i>Computers and Education</i> , 2016, 103, 114-123.	8.3	29
31	A systematic review of the role of learning games in fostering mathematics education in K-12 settings. <i>Educational Research Review</i> , 2022, 36, 100448.	7.8	28
32	From psychomotor to â€‘motorpsychoâ€‘: learning through gestures with body sensory technologies. <i>Educational Technology Research and Development</i> , 2014, 62, 711-741.	2.8	23
33	Online interaction arrangements on quality of online interactions performed by diverse learners across disciplines. <i>Internet and Higher Education</i> , 2013, 16, 14-22.	6.5	22
34	Automatic assessment of cognitive and emotional states in virtual realityâ€‘based flexibility training for four adolescents with autism. <i>British Journal of Educational Technology</i> , 2020, 51, 1766-1784.	6.3	22
35	Game-Based Multimodal Representations and Mathematical Problem Solving. <i>International Journal of Science and Mathematics Education</i> , 2020, 18, 103-122.	2.5	20
36	Virtual reality simulationâ€‘based learning of teaching with alternative perspectives taking. <i>British Journal of Educational Technology</i> , 2020, 51, 2544-2557.	6.3	20

#	ARTICLE	IF	CITATIONS
37	Exploring the treatment integrity of virtual reality-based social skills training for children with high-functioning autism. <i>Interactive Learning Environments</i> , 2021, 29, 939-953.	6.4	19
38	Mathematical problem solving and learning in an architecture-themed epistemic game. <i>Educational Technology Research and Development</i> , 2019, 67, 1085-1104.	2.8	19
39	Interdisciplinary Design of Game-based Learning Platforms. <i>Advances in Game-based Learning</i> , 2019, , .	0.3	18
40	Educational applications of artificial intelligence in simulation-based learning: A systematic mapping review. <i>Computers and Education Artificial Intelligence</i> , 2022, 3, 100087.	10.8	18
41	Examining features of how professional development and enactment of educative curricula influences elementary science teacher learning. <i>Journal of Research in Science Teaching</i> , 2019, 56, 348-370.	3.3	16
42	In-Game Actions to Promote Game-Based Math Learning Engagement. <i>Journal of Educational Computing Research</i> , 2020, 58, 863-885.	5.5	16
43	Exploring the Relationships Among Middle School Studentsâ€™ Peer Interactions, Task Efficiency, and Learning Engagement in Game-Based Learning. <i>Simulation and Gaming</i> , 2020, 51, 310-335.	1.9	16
44	Design of Game-Based Stealth Assessment and Learning Support. , 2015, , 301-318.		16
45	Game-based learning in an OpenSim-supported virtual environment on perceived motivational quality of learning. <i>Technology, Pedagogy and Education</i> , 2017, 26, 617-631.	5.4	13
46	Architecture Game-Based Mathematical Learning by Making. <i>International Journal of Science and Mathematics Education</i> , 2019, 17, 167-184.	2.5	11
47	Teaching computational thinking to non-computing majors using spreadsheet functions. , 2011, , .		10
48	Integrating Music into Math in a Virtual Reality Game. <i>International Journal of Game-Based Learning</i> , 2017, 7, 57-73.	1.4	10
49	Narrative-supported math problem solving in digital game-based learning. <i>Educational Technology Research and Development</i> , 2022, 70, 1261-1281.	2.8	8
50	Role-Play in Virtual Reality. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , 2021, , 143-163.	0.2	6
51	Designing Dynamic Learning Supports for Game and Simulation-Based Learning in STEM Education. <i>Advances in Game-based Learning</i> , 2021, , 189-212.	0.3	6
52	Exploring multiuser virtual teaching simulation as an alternative learning environment for student instructors. <i>Instructional Science</i> , 2021, 49, 831-854.	2.0	6
53	The format of problem representation for in-game learning supports. <i>Journal of Computer Assisted Learning</i> , 2019, 35, 390-406.	5.1	6
54	Designing Virtual Agents for Simulation-Based Learning in Virtual Reality. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , 2020, , 151-170.	0.2	5

#	ARTICLE	IF	CITATIONS
55	Designing Dynamic Support for Game-Based Learning. <i>Advances in Game-based Learning</i> , 2019, , 119-140.	0.3	4
56	Using Eye Tracking for Research on Learning and Computational Thinking. <i>Lecture Notes in Computer Science</i> , 2021, , 216-228.	1.3	2
57	Tracking Representational Flexibility Development through Speech Data Mining. , 2020, , .		2
58	Patterns of Using Multimodal External Representations in Digital Game-Based Learning. <i>Journal of Educational Computing Research</i> , 2023, 60, 1918-1941.	5.5	2
59	Learning Number Conversions Through Embodied Interactions. <i>Technology, Knowledge and Learning</i> , 0, , 1.	4.9	1
60	The Design of Authentic Inquiry for Online Knowledge-Constructive Interaction and Self-Regulated Learning Processes. <i>International Journal of Online Pedagogy and Course Design</i> , 2013, 3, 25-39.	0.4	1
61	Exploring the Design of Game Enjoyment Through the Perspectives of Novice Game Developers. <i>International Journal of Gaming and Computer-Mediated Simulations</i> , 2012, 4, 45-63.	1.1	0
62	Categorization of Embodied User Interface in Immersive Virtual Environment. , 2016, , .		0
63	Introduction and Prior Research Review. <i>Advances in Game-based Learning</i> , 2019, , 1-13.	0.3	0
64	Interdisciplinary Design Activities and Patterns. <i>Advances in Game-based Learning</i> , 2019, , 51-74.	0.3	0
65	Design of Gameplay for Learning. <i>Advances in Game-based Learning</i> , 2019, , 75-98.	0.3	0
66	Interweaving Task Design and In-Game Measurement. <i>Advances in Game-based Learning</i> , 2019, , 99-118.	0.3	0
67	An Evolving Design Framework for Game-Based Learning Platforms. <i>Advances in Game-based Learning</i> , 2019, , 141-151.	0.3	0
68	Engagement and effectiveness of symbolic and iconic learning support for math problem representation: an eye tracking study. <i>Interactive Learning Environments</i> , 2023, 31, 1514-1531.	6.4	0
69	Online Interaction and Instructional Context Design and Learner Success. , 2013, , 115-126.		0
70	Diversity in Online Learning Interaction and Participation. , 2013, , 67-92.		0
71	Designing Intrinsic Integration of Learning and Gaming Actions in a 3D Architecture Game. <i>Advances in Game-based Learning Book Series</i> , 2017, , 234-252.	0.2	0
72	Assessing Game-Based Mathematics Learning in Action. <i>Advances in Game-based Learning</i> , 2019, , 213-227.	0.3	0