Lennart E Nacke

List of Publications by Year
in descending order

162 papers	10,411 citations	448610 19 h-index	325983 40 g-index
166 all docs	166 docs citations	166 times ranked	6876 citing authors

#	Article	IF	Citations
1	Designing a Serious Game (Above Water) for Stigma Reduction Surrounding Mental Health: Semistructured Interview Study With Expert Participants. JMIR Serious Games, 2022, 10, e21376.	1.7	6
2	How to Write Better Research Papers (for CHI). , 2022, , .		0
3	How to: Peer Review for CHI (and Beyond). , 2022, , .		1
4	Much Realistic, Such Wow! A Systematic Literature Review of Realism in Digital Games. , 2022, , .		10
5	â€œI Donâ€™t Want To Shoot The Androidâ€: Players Translate Real-Life Moral Intuitions to In-Game Decisions in Detroit: Become Human. , 2022, , .		0
6	Here Comes No Boom! The Lack of Sound Feedback Effects on Performance and User Experience in a Gamified Image Classification Task. , 2022, , .		2
7	Revealing the hotspots of educational gamification: An umbrella review. International Journal of Educational Research, 2021, 109, 101832.	1.2	34
8	Feels like Team Spirit: Biometric and Strategic Interdependence in Asymmetric Multiplayer VR Games. , 2021, , .		21
9	Better, Funner, Stronger: A Gameful Approach to Nudge People into Making Less Predictable Graphical Password Choices. , 2021, , .		16
10	The Quirks of Being a Wallflower: Towards Defining Lurkers and Loners in Games Through A Systematic Literature Review. , 2021, , .		3
11	How to Write CHI Papers, Online Edition. , 2021, , .		1
12	Eye-GUAna: Higher Gaze-Based Entropy and Increased Password Space in Graphical User Authentication Through Gamification. , 2021, , .		0
13	A Best-Fit Framework and Systematic Review of Asymmetric Gameplay in Multiplayer Virtual Reality Games. Frontiers in Virtual Reality, 2021, 2, .	2.5	9
14	Investigating the Effects of Individual Cognitive Styles on Collaborative Gameplay. ACM Transactions on Computer-Human Interaction, 2021, 28, 1-49.	4.6	10
15	On Social Contagion in Gamification. Proceedings of the ACM on Human-Computer Interaction, 2021, 5, 1-20.	2.5	2
16	Development and validation of the player experience inventory: A scale to measure player experiences at the level of functional and psychosocial consequences. International Journal of Human Computer Studies, 2020, 135, 102370.	3.7	134
17	Technology Facilitates Physical Activity Through Gamification: A Thematic Analysis of an 8-Week Study. Frontiers in Computer Science, 2020, 2, .	1.7	4
18	Playing in the backstore: interface gamification increases warehousing workforce engagement. Industrial Management and Data Systems, 2020, 120, 1309-1330.	2.2	27

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19	Demystifying the First-Time Experience of Mobile Games: The Presence of a Tutorial Has a Positive Impact on Non-Expert Players' Flow and Continuous-Use Intentions. Multimodal Technologies and Interaction, 2020, 4, 41.	1.7	6
20	Validation of User Preferences and Effects of Personalized Gamification on Task Performance. Frontiers in Computer Science, 2020, 2, .	1.7	22
21	What Is It Like to Be a Game?â€"Object Oriented Inquiry for Games Research, Design, and Evaluation. Frontiers in Computer Science, 2020, 2, .	1.7	4
22	Me, Myself, and Not-I: Self-Discrepancy Type Predicts Avatar Creation Style. Frontiers in Psychology, 2020, 11, 1902.	1.1	12
23	Keep Calm and Ride Along: Passenger Comfort and Anxiety as Physiological Responses to Autonomous Driving Styles. , 2020, , .		39
24	Food Literacy while Shopping: Motivating Informed Food Purchasing Behaviour with a Situated Gameful App. , 2020, , .		12
25	'Imi Pono: Creating an Ethical Framework for User Experience Design. , 2020, , .		1
26	How to Write CHI Papers, Fourth Edition. , 2020, , .		0
27	Older Adults' Motivation for Physical Activity Using Gamified Technology: An Eight-Week Experimental Study. Lecture Notes in Computer Science, 2020, , 292-309.	1.0	3
28	Personal Space in Play: Physical and Digital Boundaries in Large-Display Cooperative and Competitive Games. , 2020, , .		3
29	HexArcade. , 2020, , .		8
30	Game Atmosphere. , 2020, , .		13
31	The Potential Disconnect between Time Perception and Immersion: Effects of Music on VR Player Experience. , 2020, , .		12
32	Gameful Design Heuristics: A Gamification Inspection Tool. Lecture Notes in Computer Science, 2019, , 224-244.	1.0	8
33	Motivational Affordances for Older Adults' Physical Activity Technology: An Expert Evaluation. Lecture Notes in Computer Science, 2019, , 388-406.	1.0	7
34	The quest for a better tailoring of gameful design. , 2019, , .		22
35	Player Characteristics and Video Game Preferences. , 2019, , .		17
36	Cross-Car, Multiplayer Games for Semi-Autonomous Driving. , 2019, , .		20

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37	The Development of "Orbit". , 2019, , .		4
38	Crushed it!. , 2019, , .		0
39	How to Write CHI Papers (Third Edition). , 2019, , .		4
40	User Experience (UX) Research in Games. , 2019, , .		4
41	Defining gameful experience as a psychological state caused by gameplay: Replacing the term â€˜Gamefulnessâ€™ with three distinct constructs. International Journal of Human Computer Studies, 2019, 127, 81-94.	3.7	69
42	The Impact of Using a Gamified Interface on Engagement in a Warehousing Management Task: A NeuroIS Research Proposal. Lecture Notes in Information Systems and Organisation, 2019, , 187-194.	0.4	0
43	Empirical validation of the Gamification User Types Hexad scale in English and Spanish. International Journal of Human Computer Studies, 2019, 127, 95-111.	3.7	78
44	Older Adultsâ€™ Physical Activity and Exergames: A Systematic Review. International Journal of Human-Computer Interaction, 2019, 35, 140-167.	3.3	112
45	"It Started as a Joke". , 2019, , .		11
46	â€œI Donâ€™t Fit into a Single Typeâ€: A Trait Model and Scale of Game Playing Preferences. Lecture Notes in Computer Science, 2019, , 375-395.	1.0	18
47	Towards a Trait Model of Video Game Preferences. International Journal of Human-Computer Interaction, 2018, 34, 732-748.	3.3	26
48	Games and Play SIG. , 2018, , .		4
49	Information Visualisation, Gamification and Immersive Technologies in Participatory Planning. , 2018, , .		3
50	Online-only friends, real-life friends or strangers? Differential associations with passion and social capital in video game play. Computers in Human Behavior, 2018, 79, 202-210.	5.1	54
51	Investigating the Impact of Annotation Interfaces on Player Performance in Distributed Multiplayer Games. , 2018, , .		18
52	Exploring the Role of Non-Player Characters and Gender in Player Identification. , 2018, , .		6
53	Toward Understanding the Effects of Cognitive Styles on Collaboration in Multiplayer Games. , 2018, , .		15
54	Games User Research Methods. , 2018, , .		13

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55	Personalizing Persuasive Strategies in Gameful Systems to Gamification User Types. , 2018, , .		105
56	How to Write CHI Papers. , 2018, , .		5
57	Vanishing Importance. , 2018, , .		35
58	Gamification. , 2018, , .		7
59	KickAR. , 2018, , .		11
60	Effect of personalized gameful design on student engagement. , 2018, , .		36
61	Frontlines in Games User Research. , 2018, , .		9
62	A Theory of Gamification Principles Through Goal-Setting Theory. , 2018, , .		32
63	Gamification of Older Adultsâ€™ Physical Activity: An Eight-Week Study. , 2018, , .		28
64	Introduction to Games User Research. , 2018, , .		1
65	The Impact of Health-Related User Interface Sounds on Player Experience. Simulation and Gaming, 2017, 48, 402-427.	1.2	10
66	Defining Gamification Video. , 2017, , .		0
67	Applying Gameful Design Heuristics. , 2017, , .		2
68	Testing Incremental Difficulty Design in Platformer Games. , 2017, , .		10
69	How Multidisciplinary is Gamification Research?. , 2017, , .		15
70	From Joysticks to PokÃ©mon Go. , 2017, , .		1
71	Recommender Systems for Personalized Gamification. , 2017, , .		46
72	Elements of Gameful Design Emerging from User Preferences. , 2017, , .		90

#	Article	IF	Citations
73	Left Them 4 Dead. , 2017, , .		14
74	How to Write and Review CHI Papers. , 2017, , .		6
75	A Framework and Taxonomy of Videogame Playing Preferences. , 2017, , .		26
76	Gamification through the Application of Motivational Affordances for Physical Activity Technology. , 2017, , .		27
77	GazeTap: towards hands-free interaction in the operating room. , 2017, , .		24
78	Positive Gaming. , 2017, , .		4
79	Curiously Motivated. , 2017, , .		14
80	The Adoption of Physiological Measures as an Evaluation Tool in UX. Lecture Notes in Computer Science, 2017, , 90-98.	1.0	11
81	Towards Personality-driven Persuasive Health Games and Gamified Systems. , 2017, , .		141
82	Games user research and gamification in human-computer interaction. Xrds, 2017, 24, 48-51.	0.2	6
83	"The Collecting Itself Feels Good". , 2016, , .		20
84	CLEVER. , 2016, , .		4
85	ABOVE WATER. , 2016, , .		4
86	ABOVE WATER. , 2016, , .		12
87	Chapter 6 Biometrics in Gaming and Entertainment Technologies. , 2016, , 191-224.		10
88	Design Strategies for Gamified Physical Activity Applications for Older Adults. , 2016, , .		24
89	SIGCHI Games. , 2016, , .		10
90	Player Experience. , 2016, , 243-271.		54

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91	The Gamification User Types Hexad Scale. , 2016, , .		245
92	Design and Preliminary Validation of The Player Experience Inventory. , 2016, , .		33
93	Heuristic Evaluation for Gameful Design. , 2016, , .		34
94	Lightweight Games User Research for Indies and Non-Profit Organizations. , 2016, , .		9
95	Vanishing scares: biofeedback modulation of affective player experiences in a procedural horror game. Journal on Multimodal User Interfaces, 2016, 10, 31-62.	2.0	35
96	CLEVER. , 2016, , .		6
97	CHI PLAYGUE. , 2016, , .		0
98	Understanding Player Attitudes Towards Digital Game Objects. , 2015, , .		5
99	Personalization in Serious and Persuasive Games and Gamified Interactions. , 2015, , .		40
100	Modelling human emotion in interactive environments: Physiological ensemble and grounded approaches for synthetic agents. Web Intelligence, 2015, 13, 195-214.	0.1	21
101	All about that Base. , 2015, , .		82
102	Gamifying Research. , 2015, , .		17
103	Actionable Inexpensive Games User Research. , 2015, , .		4
104	Games User Research and Physiological Game Evaluation. Human-computer Interaction Series, 2015, , 63-86.	0.4	22
105	CHI PLAYGUE. , 2015, , .		2
106	Validating Test Chambers to Study Cooperative Communication Mechanics in Portal 2. , 2015, , .		3
107	Towards Understanding the Importance of Co-Located Gameplay. , 2015, , .		13
108	Games and entertainment community SIG. , 2014, , .		6

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109	Developing iconic and semi-iconic game controllers. , 2014, , .		0
110	Player experience. , 2014, , .		16
111	Unified visualization of quantitative and qualitative playtesting data. , 2014, , .		22
112	The edge of glory. , 2014, , .		20
113	Physiological acrophobia evaluation through in vivo exposure in a VR CAVE. , 2014, , .		10
114	Introducing the biometric storyboards tool for games user research. , 2014, , .		5
115	Engaged by boos and cheers. , 2014, , .		26
116	Understanding expectations with multiple controllers in an augmented reality videogame. , 2014, , .		1
117	BrainHex: A neurobiological gamer typology survey. Entertainment Computing, 2014, 5, 55-62.	1.8	214
118	Contextual influences on mobile player experience â€" A game user experience model. Entertainment Computing, 2013, 4, 83-91.	1.8	74
119	Designing gamification. , 2013, , .		144
120	A Hybrid Approach at Emotional State Detection: Merging Theoretical Models of Emotion with Data-Driven Statistical Classifiers. , 2013, , .		20
121	How does it play better?. , 2013, , .		57
122	Games user research. , 2013, , .		23
123	Designing and evaluating sociability in online video games. , 2013, , .		3
124	Exploring social interaction in co-located multiplayer games. , 2013, , .		10
125	The kaleidoscope of effective gamification. , 2013, , .		65
126	EEG-based assessment of video and in-game learning. , 2013, , .		21

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127	The Effect of Sound on Visual Fidelity Perception in Stereoscopic 3-D. IEEE Transactions on Cybernetics, 2013, 43, 1572-1583.	6.2	11
128	Time's up. , 2013, , .		38
129	Deconstructing 'gamified' task-management applications. , 2013, , .		5
130	An Introduction to Physiological Player Metrics for Evaluating Games. , 2013, , 585-619.		26
131	Game user research. , 2012, , .		18
132	Biometric storyboards. , 2012, , .		17
133	"I'm just here to play games". , 2012, , .		21
134	Mixed reality games. , 2012, , .		33
135	Feedback-based gameplay metrics. , 2012, , .		6
136	Full-body motion-based game interaction for older adults. , 2012, , .		213
137	Calibration games. , 2011, , .		148
138	LAIF: A logging and interaction framework for gaze-based interfaces in virtual entertainment environments. Entertainment Computing, 2011, 2, 265-273.	1.8	13
139	Gamification. using game-design elements in non-gaming contexts. , 2011, , .		1,175
140	Developing a triangulation system for digital game events, observational video, and psychophysiological data to study emotional responses to a virtual character. Entertainment Computing, 2011, 2, 11-16.	1.8	15
141	From game design elements to gamefulness. , 2011, , .		4,081
142	The impact of negative game reviews and user comments on player experience. , 2011, , .		8
143	Biofeedback game design. , 2011, , .		182
144	Accessible games SIG. , 2011, , .		0

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145	Electroencephalographic Assessment of Player Experience. Simulation and Gaming, 2011, 42, 632-655.	1.2	78
146	Brain and body interfaces. , 2011, , .		10
147	The impact of negative game reviews and user comments on player experience. , 2011, , .		10
148	Influencing Experience: The Effects of Reading Game Reviews on Player Experience. Lecture Notes in Computer Science, 2011, , 89-100.	1.0	15
149	BrainHex: Preliminary Results from a Neurobiological Gamer Typology Survey. Lecture Notes in Computer Science, 2011, , 288-293.	1.0	72
150	More than a feeling: Measurement of sonic user experience and psychophysiology in a first-person shooter game. Interacting With Computers, 2010, 22, 336-343.	1.0	170
151	The neurobiology of play. , 2010, , .		30
152	Brain, body and bytes. , 2010, , .		6
153	Wiimote vs. controller. , 2010, , .		39
154	3D attentional maps. , 2010, , .		31
155	Correlation between heart rate, electrodermal activity and player experience in first-person shooter games. , 2010, , .		191
156	Advanced gaze visualizations for three-dimensional virtual environments. , 2010, , .		43
157	Brain Training for Silver Gamers: Effects of Age and Game Form on Effectiveness, Efficiency, Self-Assessment, and Gameplay Experience. Cyberpsychology, Behavior and Social Networking, 2009, 12, 493-499.	2.2	50
158	From playability to a hierarchical game usability model. , 2009, , .		29
159	Log Who's Playing: Psychophysiological Game Analysis Made Easy through Event Logging. Lecture Notes in Computer Science, 2008, , 150-157.	1.0	24
160	Flow and immersion in first-person shooters. , 2008, , .		193
161	Should Gamification be Personalized? A Self- deterministic Approach. AIS Transactions on Human-Computer Interaction, 0, , 265-286.	1.1	4
162	Player-Game Interaction Through Affective Sound. , 0, , 264-285.		22