

# Mireia Usart Rodriguez

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9275318/publications.pdf>

Version: 2024-02-01

34  
papers

677  
citations

687363

13  
h-index

610901

24  
g-index

40  
all docs

40  
docs citations

40  
times ranked

547  
citing authors

#	ARTICLE	IF	CITATIONS
1	Can Serious Games Contribute to Developing and Sustaining 21st Century Skills?. Games and Culture, 2015, 10, 148-177.	2.8	127
2	Assessing Teacher Digital Competence: the Construction of an Instrument for Measuring the Knowledge of Pre-Service Teachers. Journal of New Approaches in Educational Research, 2019, 8, 73-78.	3.6	87
3	Designing a Course for Stimulating Entrepreneurship in Higher Education through Serious Games. Procedia Computer Science, 2012, 15, 174-186.	2.0	70
4	Serious games and the development of an entrepreneurial mindset in higher education engineering students. Entertainment Computing, 2014, 5, 357-366.	2.9	65
5	A gamified collaborative course in entrepreneurship: Focus on objectives and tools. Computers in Human Behavior, 2015, 51, 1276-1283.	8.5	42
6	An overview of teacher training programs in educational robotics: characteristics, best practices and recommendations. Education and Information Technologies, 2021, 26, 2831-2852.	5.7	34
7	Validation of a tool for self-evaluating teacher digital competence. Educaci3n XXI, 2020, 24, .	0.8	21
8	Serious Games Integration in an Entrepreneurship Massive Online Open Course (MOOC). Lecture Notes in Computer Science, 2013, , 212-225.	1.3	21
9	An associational study: preschool teachers's acceptance and self-efficacy towards Educational Robotics in a pre-service teacher training program. International Journal of Educational Technology in Higher Education, 2021, 18, 28.	7.6	18
10	Supporting Human Capital development with Serious Games: An analysis of three experiences. Computers in Human Behavior, 2014, 30, 715-720.	8.5	16
11	La competencia digital de los docentes de los conservatorios. Estudio de autopercepci3n en EspaAa. Revista Electronica De LEEME, 2019, , 24.	0.2	15
12	The Integration of Sustainable Development Goals in Educational Robotics: A Teacher Education Experience. Sustainability, 2020, 12, 10085.	3.2	14
13	Competencia digital docente, actitud y uso de tecnologAs digitales por parte de profesores universitarios. Pixel-Bit, Revista De Medios Y Educacion, 2022, , 91-130.	1.2	12
14	Interdisciplinary and International Adaption and Personalization of the MetaVals Serious Games. Lecture Notes in Computer Science, 2012, , 59-73.	1.3	10
15	Hot Issues in Game Enhanced Learning: The GEL Viewpoint. Procedia Computer Science, 2012, 15, 25-31.	2.0	9
16	Design and Validation of an Assessment Tool for Educational Mobile Applications Used with Autistic Learners. Journal of New Approaches in Educational Research, 2021, 10, 101.	3.6	9
17	Teachers's Perceptions of Bee-Bot Robotic Toy and Their Ability to Integrate It in Their Teaching. Advances in Intelligent Systems and Computing, 2021, , 121-132.	0.6	7
18	The Temporal Perspective in Higher Education Learners: Comparisons between Online and Onsite Learning. The Journal of Open Distance and E Learning, 2014, 17, 190-209.	0.6	7

#	ARTICLE	IF	CITATIONS
19	Time Factor in the Curriculum Integration of Game-Based Learning. , 2013, , 248-266.		6
20	Are 21st Century Skills Evaluated in Robotics Competitions? The Case of First LEGO League Competition. , 2019, , .		6
21	Measuring the Knowledge Convergence Process in the Collaborative Game MetaVals. Procedia Computer Science, 2012, 15, 193-202.	2.0	5
22	Gender-sensitive sentiment analysis for estimating the emotional climate in online teacher education. Learning Environments Research, 2023, 26, 77-96.	2.8	4
23	Participants's™ Perceptions About Their Learning with FIRST LEGO® League Competition " a Gender Study. Advances in Intelligent Systems and Computing, 2020, , 313-324.	0.6	3
24	Entrepreneurship Competence Assessment Through a Game Based Learning MOOC. Lecture Notes in Computer Science, 2014, , 252-264.	1.3	3
25	Teacher Views on Educational Robotics and Its Introduction to the Compulsory Curricula. , 2020, , .		3
26	The Flipped classroom in the learning of korfbal in fifth and sixth grade. Aloma, 2019, 37, 43-52.	0.6	3
27	Spanish Zimbardo Time Perspective Inventory Construction and Validity among Higher Education Students. Electronic Journal of Research in Educational Psychology, 2017, 12, 483-508.	0.6	2
28	Learning with the Support of a Digital Game in the Introduction to Finance Class. , 2013, , 495-508.		1
29	Students' Time Perspective and Its Effects on Game Based Learning. Internet Learning, 0, , .	0.2	1
30	The Impact of Students's™ Temporal Perspectives on Time-On-Task and Learning Performance in Game Based Learning. International Journal of Game-Based Learning, 2013, 3, 80-92.	1.4	0
31	Desarrollo de las competencias de colaboraci3n con el uso del Serious Game MetaVals. Education in the Knowledge Society, 2013, 14, 123-142.	2.0	0
32	Individual and collaborative Performance and Level of Certainty in MetaVals. International Journal of Serious Games, 2014, 1, .	1.1	0
33	Time Factor Assessment in Game-Based Learning. , 2015, , 1809-1829.		0
34	Time Factor Assessment in Game-Based Learning. Advances in Game-based Learning Book Series, 0, , 62-81.	0.2	0