Manuel Freire

List of Publications by Year
in descending order

		840776	713466
44 papers	756 citations	11 h-index	21 g-index
46 all docs	46 docs citations	46 times ranked	561 citing authors

#	Article	IF	Citations
1	Evidence-based evaluation of a serious game to increase bullying awareness. Interactive Learning Environments, 2023, 31, 644-654.	6.4	5
2	Using e-Learning Standards to Improve Serious Game Deployment and Evaluation. , 2022, , .		1
3	Data science meets standardized game learning analytics. , 2021, , .		4
4	Improving evidence-based assessment of players using serious games. Telematics and Informatics, 2021, 60, 101583.	5.8	6
5	Creating awareness on bullying and cyberbullying among young people: Validating the effectiveness and design of the serious game Conectado. Telematics and Informatics, 2021, 60, 101568.	5.8	14
6	Validation of a Cyberbullying Serious Game Using Game Analytics. IEEE Transactions on Learning Technologies, 2020, 13, 186-197.	3.2	32
7	Predicting students' knowledge after playing a serious game based on learning analytics data: A case study. Journal of Computer Assisted Learning, 2020, 36, 350-358.	5.1	51
8	Applications of Simva to Simplify Serious Games Validation and Deployment. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2020, 15, 161-170.	0.9	1
9	Serious games to prevent and detect bullying and cyberbullying: A systematic serious games and literature review. Computers and Education, 2020, 157, 103958.	8.3	57
10	Simplifying the Validation and Application of Games with Simva. Lecture Notes in Computer Science, 2020, , 337-346.	1.3	0
11	A Scalable Architecture for One-Stop Evaluation of Serious Games. Lecture Notes in Computer Science, 2020, , 69-78.	1.3	4
12	Game Learning Analytics for Educators. , 2019, , .		1
13	From Heterogeneous Activities to Unified Analytics Dashboards. , 2019, , .		5
14	Applications of data science to game learning analytics data: A systematic literature review. Computers and Education, 2019, 141, 103612.	8.3	75
15	Lessons learned applying learning analytics to assess serious games. Computers in Human Behavior, 2019, 99, 301-309.	8.5	45
16	Applicability of a Cyberbullying Videogame as a Teacher Tool: Comparing Teachers and Educational Sciences Students. IEEE Access, 2019, 7, 55841-55850.	4.2	13
17	Improving Serious Games Analyzing Learning Analytics Data: Lessons Learned. Lecture Notes in Computer Science, 2019, , 287-296.	1.3	7
18	Game Learning Analytics, Facilitating the Use of Serious Games in the Class. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2019, 14, 168-176.	0.9	6

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19	Simva: Simplifying the Scientific Validation of Serious Games. , 2019, , .		9
20	A methodology for assessing the effectiveness of serious games and for inferring player learning outcomes. Multimedia Tools and Applications, 2018, 77, 2849-2871.	3.9	38
21	Using Game Technology to Automatize Neuropsychological Tests and Research in Active Aging. , 2018, , .		2
22	Making Understandable Game Learning Analytics for Teachers. Lecture Notes in Computer Science, 2018, , 112-121.	1.3	5
23	Learning analytics for location-based serious games. , 2018, , .		6
24	Game learning analytics is not informagic!. , 2018, , .		18
25	Systematizing game learning analytics for serious games. , 2017, , .		41
26	Full Lifecycle Architecture for Serious Games: Integrating Game Learning Analytics and a Game Authoring Tool. Lecture Notes in Computer Science, 2017, , 73-84.	1.3	2
27	Serious games and simulations in the eMadrid network. , 2016, , .		1
28	Metadata for Serious Games in Learning Object Repositories. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2016, 11, 95-100.	0.9	2
29	An instrument to build a gamer clustering framework according to gaming preferences and habits. Computers in Human Behavior, 2016, 62, 353-363.	8.5	49
30	Tools and approaches for simplifying serious games development in educational settings. , 2016, , .		6
31	Game Learning Analytics: Learning Analytics for Serious Games. , 2016, , 1-29.		63
32	Requirements for educational games in MOOCs. , 2015, , .		3
33	Evaluation of semi-automatically generated accessible interfaces for educational games. Computers and Education, 2015, 83, 103-117.	8.3	17
34	Serious games: A journey from research to application. , 2014, , .		21
35	Serious games as edX MOOC activities. , 2014, , .		27
36	Development of Game-Like Simulations for Procedural Knowledge in Healthcare Education. IEEE Transactions on Learning Technologies, 2014, 7, 69-82.	3.2	35

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37	Metadata for Educational Games in Online Repositories. , 2014, , .		0
38	E-Learning standards and learning analytics. Can data collection be improved by using standard data models?. , 2013, , .		51
39	Gene similarity uncovers mutation path VAST 2010 mini challenge 3 award: Innovative tool adaptation. , 2010, , .		1
40	Visualizing program similarity in the Ac plagiarism detection system. , 2008, , .		13
41	Preserving the mental map in interactive graph interfaces. , 2006, , .		6
42	A Graph-Based Monitoring Tool for Adaptive Hypermedia Course Systems. Lecture Notes in Computer Science, 2006, , 279-282.	1.3	2
43	A graph-based interface to complex hypermedia structure visualization. , 2004, , .		11
44	Authoring and Dynamic Generation of Adaptive E-courses. Lecture Notes in Computer Science, 2004, , 619-620.	1.3	0