

Sascha Schneider

List of Publications by Year in descending order

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38
papers

1,056
citations

361045

20
h-index

454577

30
g-index

40
all docs

40
docs citations

40
times ranked

526
citing authors

#	ARTICLE	IF	CITATIONS
1	The Cognitive-Affective-Social Theory of Learning in digital Environments (CASTLE). Educational Psychology Review, 2022, 34, 1-38.	5.1	49
2	The interdependency of perceived task difficulty and the choice effect when learning with multimedia materials.. Journal of Educational Psychology, 2022, 114, 443-461.	2.1	4
3	The impact of video lecturersâ€™ nonverbal communication on learning â€“ An experiment on gestures and facial expressions of pedagogical agents. Computers and Education, 2022, 176, 104350.	5.1	26
4	Analysing the Relationship Between Mental Load or Mental Effort and Metacomprehension Under Different Conditions of Multimedia Design. Frontiers in Education, 2022, 6, .	1.2	4
5	How the design and complexity of concept maps influence cognitive learning processes. Educational Technology Research and Development, 2022, 70, 99-118.	2.0	5
6	A Systematic Meta-analysis of the Reliability and Validity of Subjective Cognitive Load Questionnaires in Experimental Multimedia Learning Research. Educational Psychology Review, 2022, 34, 2485-2541.	5.1	21
7	The effect of signaling in dependence on the extraneous cognitive load in learning environments. Cognitive Processing, 2021, 22, 209-225.	0.7	6
8	How organization highlighting through signaling, spatial contiguity and segmenting can influence learning with concept maps. Computers and Education Open, 2021, 2, 100040.	2.6	8
9	The influence of affective decorative pictures on learning statistics online. Human Behavior and Emerging Technologies, 2021, 3, 401-412.	2.5	5
10	Are there never too many choice options? The effect of increasing the number of choice options on learning with digital media. Human Behavior and Emerging Technologies, 2021, 3, 759-775.	2.5	6
11	Does the effect of enthusiasm in a pedagogical Agent's voice depend on mental load in the Learner's working memory?. Computers in Human Behavior, 2020, 112, 106483.	5.1	28
12	Competitive Agents and Adaptive Difficulty Within Educational Video Games. Frontiers in Education, 2020, 5, .	1.2	15
13	A Review of Photogrammetry and Photorealistic 3D Models in Education From a Psychological Perspective. Frontiers in Education, 2020, 5, .	1.2	21
14	Investigating the effects of beat and deictic gestures of a lecturer in educational videos. Computers and Education, 2020, 156, 103955.	5.1	27
15	The retrieval-enhancing effects of decorative pictures as memory cues in multimedia learning videos and subsequent performance tests.. Journal of Educational Psychology, 2020, 112, 1111-1127.	2.1	12
16	A Meta-analysis of the Segmenting Effect. Educational Psychology Review, 2019, 31, 389-419.	5.1	69
17	Spatial Continuity Effect vs. Spatial Contiguity Failure. Revising the Effects of Spatial Proximity Between Related and Unrelated Representations. Frontiers in Education, 2019, 4, .	1.2	9
18	Boundary conditions of the politeness effect in online mathematical learning. Computers in Human Behavior, 2019, 92, 419-427.	5.1	10

#	ARTICLE	IF	CITATIONS
19	Social entities in educational videos: Combining the effects of addressing and professionalism. <i>Computers in Human Behavior</i> , 2019, 93, 40-52.	5.1	28
20	The moderating role of arousal on the seductive detail effect in a multimedia learning setting. <i>Applied Cognitive Psychology</i> , 2019, 33, 71-84.	0.9	23
21	The more human, the higher the performance? Examining the effects of anthropomorphism on learning with media.. <i>Journal of Educational Psychology</i> , 2019, 111, 57-72.	2.1	25
22	Mood-affect congruency. Exploring the relation between learnersâ€™ mood and the affective charge of educational videos. <i>Computers and Education</i> , 2018, 123, 85-96.	5.1	16
23	A meta-analysis of how signaling affects learning with media. <i>Educational Research Review</i> , 2018, 23, 1-24.	4.1	135
24	The autonomy-enhancing effects of choice on cognitive load, motivation and learning with digital media. <i>Learning and Instruction</i> , 2018, 58, 161-172.	1.9	55
25	Anthropomorphism in decorative pictures: Benefit or harm for learning?. <i>Journal of Educational Psychology</i> , 2018, 110, 218-232.	2.1	46
26	How affective charge and textâ€™picture connectedness moderate the impact of decorative pictures on multimedia learning.. <i>Journal of Educational Psychology</i> , 2018, 110, 233-249.	2.1	25
27	Look into my eyes! Exploring the effect of addressing in educational videos. <i>Learning and Instruction</i> , 2017, 49, 113-120.	1.9	53
28	You cannot do this alone! Increasing task interdependence in cooperative educational videogames to encourage collaboration. <i>Educational Technology Research and Development</i> , 2017, 65, 993-1014.	2.0	24
29	Goal-Setting in Educational Video Games. <i>Simulation and Gaming</i> , 2017, 48, 98-130.	1.2	29
30	Leaderboards within educational videogames: The impact of difficulty, effort and gameplay. <i>Computers and Education</i> , 2017, 113, 28-41.	5.1	29
31	Ageism â€™ Age coherence within learning material fosters learning. <i>Computers in Human Behavior</i> , 2017, 75, 510-519.	5.1	20
32	Decorative pictures and emotional design in multimedia learning. <i>Learning and Instruction</i> , 2016, 44, 65-73.	1.9	81
33	One for all?! Simultaneous examination of load-inducing factors for advancing media-related instructional research. <i>Computers and Education</i> , 2016, 100, 18-31.	5.1	5
34	The higher the score, the higher the learning outcome? Heterogeneous impacts of leaderboards and choice within educational videogames. <i>Computers in Human Behavior</i> , 2016, 65, 391-401.	5.1	30
35	The negative impact of saturation on website trustworthiness and appeal: A temporal model of aesthetic website perception. <i>Computers in Human Behavior</i> , 2016, 61, 386-393.	5.1	21
36	From duels to classroom competition: Social competition and learning in educational videogames within different group sizes. <i>Computers in Human Behavior</i> , 2016, 55, 384-398.	5.1	47

#	ARTICLE	IF	CITATIONS
37	Mind your Ps and Qs! How polite instructions affect learning with multimedia. Computers in Human Behavior, 2015, 51, 546-555.	5.1	24
38	Introducing the familiarity mechanism: A unified explanatory approach for the personalization effect and the examination of youth slang in multimedia learning. Computers in Human Behavior, 2015, 43, 129-138.	5.1	15