Dennis L Kappen

List of Publications by Year
in descending order

22 papers	504 citations	1684188 5 h-index	1720034 7 g-index
22 all docs	22 docs citations	22 times ranked	467 citing authors

#	Article	IF	Citations
1	Older Adultsâ€™ Physical Activity and Exergames: A Systematic Review. International Journal of Human-Computer Interaction, 2019, 35, 140-167.	4.8	112
2	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.	5.6	69
3	The kaleidoscope of effective gamification. , 2013, , .		65
4	Heuristic Evaluation for Gameful Design. , 2016, , .		34
5	Gamification of Older Adultsâ€™ Physical Activity: An Eight-Week Study. , 2018, , .		28
6	Gamification through the Application of Motivational Affordances for Physical Activity Technology. , 2017, , .		27
7	Engaged by boos and cheers. , 2014, , .		26
8	Gamified and persuasive systems as behavior change agents for health and wellness. Xrds, 2017, 24, 52-55.	0.3	26
9	Design Strategies for Gamified Physical Activity Applications for Older Adults. , 2016, , .		24
10	EEG-based assessment of video and in-game learning. , 2013, , .		21
11	How Multidisciplinary is Gamification Research?. , 2017, , .		15
12	Exploring social interaction in co-located multiplayer games. , 2013, , .		10
13	Adaptive Engagement of Older Adults' Fitness through Gamification. , 2015, , .		9
14	Gameful Design Heuristics: A Gamification Inspection Tool. Lecture Notes in Computer Science, 2019, , 224-244.	1.3	8
15	Motivational Affordances for Older Adultsâ€™ Physical Activity Technology: An Expert Evaluation. Lecture Notes in Computer Science, 2019, , 388-406.	1.3	7
16	CLEVER. , 2016, , .		6
17	Deconstructing 'gamified' task-management applications. , 2013, , .		5
18	CLEVER. , 2016, , .		4

#	Article	IF	Citations
19	Technology Facilitates Physical Activity Through Gamification: A Thematic Analysis of an 8-Week Study. Frontiers in Computer Science, 2020, 2, .	2.8	4
20	Older Adultsâ€™ Motivation for Physical Activity Using Gamified Technology: An Eight-Week Experimental Study. Lecture Notes in Computer Science, 2020, , 292-309.	1.3	3
21	Application of Augmented Reality for Multi-Scale Interactions in Emergency Vehicles. , 2018, , .		1
22	Developing iconic and semi-iconic game controllers. , 2014, , .		0