

# Brian Winn

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/10665967/publications.pdf>

Version: 2024-02-01

9  
papers

404  
citations

1478505

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h-index

1474206

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9  
all docs

9  
docs citations

9  
times ranked

412  
citing authors

| # | ARTICLE   | IF  | CITATIONS |
|---|---|-----|-----------|
| 1 | Need Satisfaction Supportive Game Features as Motivational Determinants: An Experimental Study of a Self-Determination Theory Guided Exergame. <i>Media Psychology</i> , 2012, 15, 175-196. | 3.6 | 261       |
| 2 | Cyber Buddy Is Better than No Buddy: A Test of the KÃ¶hler Motivation Effect in Exergames. <i>Games for Health Journal</i> , 2014, 3, 98-105.   | 2.0 | 65        |
| 3 | Enhancing Aerobic Exercise with a Novel Virtual Exercise Buddy Based on the KÃ¶hler Effect. <i>Games for Health Journal</i> , 2016, 5, 252-257.   | 2.0 | 22        |
| 4 | Group dynamics motivation to increase exercise intensity with a virtual partner. <i>Journal of Sport and Health Science</i> , 2019, 8, 289-297.   | 6.5 | 18        |
| 5 | Simulated Partners and Collaborative Exercise (SPACE) to boost motivation for astronauts: study protocol. <i>BMC Psychology</i> , 2016, 4, 54.  | 2.1 | 15        |
| 6 | Introductory dialogue and the KÃ¶hler Effect in software-generated workout partners. <i>Psychology of Sport and Exercise</i> , 2017, 32, 131-137.   | 2.1 | 13        |
| 7 | Intergroup Competition in Exergames: Further Tests of the KÃ¶hler Effect. <i>Games for Health Journal</i> , 2018, 7, 240-245.   | 2.0 | 6         |
| 8 | Can Simulated Partners Boost Workout Effort in Long-Term Exercise?. <i>Journal of Strength and Conditioning Research</i> , 2020, 34, 2434-2442.   | 2.1 | 3         |
| 9 | An Exploratory Study of the Impact of Contextual Cues of Violence in an Active Videogame. <i>Games for Health Journal</i> , 2014, 3, 67-71.   | 2.0 | 1         |