

# Brian Winn

## List of Publications by Year in descending order

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