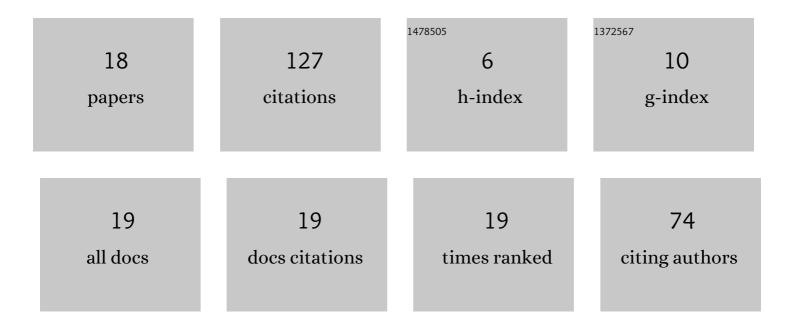
Marcello Passarelli

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/6219885/publications.pdf Version: 2024-02-01



| # | Article | IF | CITATIONS |
|----|--|-----|-----------|
| 1 | Facial expressions and speech acts: experimental evidences on the role of the upper face as an illocutionary force indicating device in language comprehension. Cognitive Processing, 2017, 18, 285-306. | 1.4 | 28 |
| 2 | Masculinity threat and implicit associations with feminine gay men: Sexual orientation, sexual stigma, and traditional masculinity Psychology of Men and Masculinity, 2021, 22, 649-668. | 1.3 | 17 |
| 3 | Crisis Resource Management in the Delivery Room: Development of Behavioral Markers for Team Performance in Emergency Simulation. International Journal of Environmental Research and Public Health, 2018, 15, 439. | 2.6 | 13 |
| 4 | Exploring tensions in Holocaust museums' modes of commemoration and interaction on social media. Technology in Society, 2022, 68, 101889. | 9.4 | 11 |
| 5 | Development and validation of the Facial Expression Recognition Test (FERT) Psychological Assessment, 2018, 30, 1479-1490. | 1.5 | 10 |
| 6 | Meeting players where they are: Digital games and learning ecologies. British Journal of Educational Technology, 2019, 50, 1687-1712. | 6.3 | 8 |
| 7 | The participatory dimension of teachers' self-regulated professional learning about learning design: beliefs versus behaviours. Professional Development in Education, 2020, , 1-13. | 2.8 | 7 |
| 8 | Responses to Stress: Investigating the Role of Gender, Social Relationships, and Touch Avoidance in Italy. International Journal of Environmental Research and Public Health, 2021, 18, 600. | 2.6 | 6 |
| 9 | Now you see me, now you don't: detecting sexual objectification through a change blindness paradigm. Cognitive Processing, 2019, 20, 419-429. | 1.4 | 5 |
| 10 | Italian Validation of the Touch Avoidance Measure and the Touch Avoidance Questionnaire. Frontiers in Psychology, 2020, 11, 1673. | 2.1 | 5 |
| 11 | The distant Horizon: Investigating the relationship between social sciences academic research and game development. Entertainment Computing, 2020, 34, 100339. | 2.9 | 5 |
| 12 | Games and Learning: Potential and Limitations from the Players' Point of View. Lecture Notes in Computer Science, 2019, , 134-145. | 1.3 | 4 |
| 13 | Educational Games as a Motivational Tool: Considerations on their Potential and Limitations. , 2019, , . | | 4 |
| 14 | Predictors of Interest in Sexual and Sentimental Relationships among Gay Males. Men and Masculinities, 2016, 19, 460-479. | 2.8 | 2 |
| 15 | Performing Orders: Speech Acts, Facial Expressions and Gender Bias. Journal of Cognition and Culture, 2018, 18, 343-357. | 0.4 | 1 |
| 16 | Automatic feedback, self-regulated learning and social comparison: A case study. Qwerty, 2020, 15, . | 0.6 | 1 |
| 17 | Implicit evidence on the dissociation of identity and emotion recognition. Cognitive Processing, 2021, , 1. | 1.4 | 0 |
| 18 | Perspectiva docente sobre tecnologÃa en tiempos del COVID-19 en México. ReCIBE, 2021, 9, C3-1-C3-24. | 0.2 | 0 |

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