

# Marcello Passarelli

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6219885/publications.pdf>

Version: 2024-02-01

18  
papers

127  
citations

1478505

6  
h-index

1372567

10  
g-index

19  
all docs

19  
docs citations

19  
times ranked

74  
citing authors

#	ARTICLE	IF	CITATIONS
1	Exploring tensions in Holocaust museumsâ€™ modes of commemoration and interaction on social media. <i>Technology in Society</i> , 2022, 68, 101889.	9.4	11
2	Responses to Stress: Investigating the Role of Gender, Social Relationships, and Touch Avoidance in Italy. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 600.	2.6	6
3	Masculinity threat and implicit associations with feminine gay men: Sexual orientation, sexual stigma, and traditional masculinity. <i>Psychology of Men and Masculinity</i> , 2021, 22, 649-668.	1.3	17
4	Implicit evidence on the dissociation of identity and emotion recognition. <i>Cognitive Processing</i> , 2021, , 1.	1.4	0
5	Perspectiva docente sobre tecnologÃa en tiempos del COVID-19 en MÃxico. <i>ReCIBE</i> , 2021, 9, C3-1-C3-24.	0.2	0
6	The participatory dimension of teachersâ€™ self-regulated professional learning about learning design: beliefs versus behaviours. <i>Professional Development in Education</i> , 2020, , 1-13.	2.8	7
7	Italian Validation of the Touch Avoidance Measure and the Touch Avoidance Questionnaire. <i>Frontiers in Psychology</i> , 2020, 11, 1673.	2.1	5
8	The distant Horizon: Investigating the relationship between social sciences academic research and game development. <i>Entertainment Computing</i> , 2020, 34, 100339.	2.9	5
9	Automatic feedback, self-regulated learning and social comparison: A case study. <i>Qwerty</i> , 2020, 15, .	0.6	1
10	Now you see me, now you donâ€™t: detecting sexual objectification through a change blindness paradigm. <i>Cognitive Processing</i> , 2019, 20, 419-429.	1.4	5
11	Games and Learning: Potential and Limitations from the Playersâ€™ Point of View. <i>Lecture Notes in Computer Science</i> , 2019, , 134-145.	1.3	4
12	Meeting players where they are: Digital games and learning ecologies. <i>British Journal of Educational Technology</i> , 2019, 50, 1687-1712.	6.3	8
13	Educational Games as a Motivational Tool: Considerations on their Potential and Limitations. , 2019, , .		4
14	Performing Orders: Speech Acts, Facial Expressions and Gender Bias. <i>Journal of Cognition and Culture</i> , 2018, 18, 343-357.	0.4	1
15	Crisis Resource Management in the Delivery Room: Development of Behavioral Markers for Team Performance in Emergency Simulation. <i>International Journal of Environmental Research and Public Health</i> , 2018, 15, 439.	2.6	13
16	Development and validation of the Facial Expression Recognition Test (FERT).. <i>Psychological Assessment</i> , 2018, 30, 1479-1490.	1.5	10
17	Facial expressions and speech acts: experimental evidences on the role of the upper face as an illocutionary force indicating device in language comprehension. <i>Cognitive Processing</i> , 2017, 18, 285-306.	1.4	28
18	Predictors of Interest in Sexual and Sentimental Relationships among Gay Males. <i>Men and Masculinities</i> , 2016, 19, 460-479.	2.8	2