Bob De Schutter

List of Publications by Year
in descending order

12	549	840776	1199594
papers	citations	11	12
		h-index	g-index

14	14	14	527
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Never Too Old to Play: The Appeal of Digital Games to an Older Audience. Games and Culture, 2011, 6, 155-170.	2.8	173
2	Older Adults' Experiences with Audiovisual Virtual Reality: Perceived Usefulness and Other Factors Influencing Technology Acceptance. Clinical Gerontologist, 2019, 42, 27-33.	2.2	84
3	Recommendations for the Use of Serious Games in Neurodegenerative Disorders: 2016 Delphi Panel. Frontiers in Psychology, 2017, 8, 1243.	2.1	64
4	The older player of digital games: A classification based on perceived need satisfaction. Communications: the European Journal of Communication Research, 2014, 39, .	0.5	48
5	Digital Games as a Source of Enjoyment in Later Life. Games and Culture, 2016, 11, 28-52.	2.8	42
6	Towards a Gerontoludic Manifesto. Anthropology and Aging, 2015, 36, 112-120.	0.2	35
7	Game Design for Older Adults. International Journal of Gaming and Computer-Mediated Simulations, 2016, 8, 1-12.	1.1	24
8	Reflective and Reflexive Stress Responses of Older Adults to Three Gaming Experiences In Relation to Their Cognitive Abilities: Mixed Methods Crossover Study. JMIR Mental Health, 2020, 7, e12388.	3.3	22
9	Affective Game Planning for Health Applications: Quantitative Extension of Gerontoludic Design Based on the Appraisal Theory of Stress and Coping. JMIR Serious Games, 2019, 7, e13303.	3.1	21
10	For Whom the Games Toll: A Qualitative and Intergenerational Evaluation of What is Serious in Games for Older Adults. The Computer Games Journal, 2020, 9, 221-244.	1.0	16
11	Gerontoludic Design. International Journal of Gaming and Computer-Mediated Simulations, 2017, 9, 45-60.	1.1	13
12	The Relationship Between the Seniors' Appraisal of Cognitive-Training Games and Game-Related Stress Is Complex: A Mixed-Methods Study. Lecture Notes in Computer Science, 2020, , 586-607.	1.3	7