

Bob De Schutter

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8809230/publications.pdf>

Version: 2024-02-01

12
papers

549
citations

840776

11
h-index

1199594

12
g-index

14
all docs

14
docs citations

14
times ranked

527
citing authors

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