

Apêndice E. *Coded Papers* de (Connolly et al., 2012) com Número de Citações

A seguir é apresentada uma tabela que reúne *Coded Papers* de (Connolly et al., 2012) com Número de Citações, valor obtido do Google Scholar. Os *Coded Papers* são os trabalhos resultados de uma revisão sistemática que utilizou a mesma *string* de consulta do mapeamento de literatura. Estes trabalhos foram comparados com os trabalhos do mapeamento de literatura e também fazem parte do embasamento teórico sobre o tópico.

Nome Artigo	Citado
Why do people play on-line games? An extended TAM with social influences and flow experience.	660
Playing an action video game reduces gender differences in spatial cognition.	299
Sex differences in video game play: a communication-based explanation.	254
Digital Game-Based Learning in high school Computer Science education: Impact on educational effectiveness and student motivation	204
Enumeration versus multiple object tracking: the case of action video game players.	193
Development and evaluation of a virtual campus on second life: the case of Second DMI.	167
The effects of video game playing on attention, memory, and executive control.	149
Measuring and defining the experience of immersion in games.	139
Scientific habits of mind in virtual worlds	97
How important is the digital divide? The relation of computer and videogame usage to gender differences in mental rotation ability	93
The effects of technological advancement and violent content in video games on players' feelings of presence, involvement, physiological arousal, and aggression.	91
Violent video games as exemplary teachers: a conceptual analysis.	89
Playing online games against computer- vs. human-controlled opponents: effects on presence, flow, and enjoyment	89
Skill retention following proficiency-based laparoscopic simulator training	88
Effects of product placement in on-line games on brand memory: a perspective of the limited-capacity model of attention.	87
Psychophysiological responses to appraisal dimensions in a computer game.	87
EGameFlow: a scale to measure learners' enjoyment of e-learning games	82
Video game violence and the female game player- self- and opponent gender effects on presence and aggressive thoughts.	79
The psychophysiology of James Bond: phasic emotional responses to violent video game events.	74
Improvement in cancer-related knowledge following use of a psychoeducational video game for adolescents and young adults with cancer.	70

Gender differences in Taiwan high school students' computer game playing.	66
Effects of playing a computer game using a bright display on presleep physiological variables, sleep latency, slow wave sleep and REM sleep.	65
Examining the influence of telepresence on spectator and player processing of real and fictitious brands in a computer game	61
Aggressive and non-violent videogames: short-term psychological and cardiovascular effects on habitual players.	55
Online vocabulary games as a tool for teaching and learning English vocabulary	53
A study of time management: the correlation between video game usage and academic performance markers	41
The acquisition of skill and expertise in massively multiplayer online games.	41
Storification in history education: a mobile game in and about medieval Amsterdam.	39
The effect of online gaming, cognition and feedback type in facilitating delayed achievement of different learning objective	39
The effects of instructional support and learner interests when learning using computer simulations	34
The effect of violent and non-violent computer games on cognitive performance.	31
An exploration of motives in sport video gaming.	31
The roles of task difficulty and prior videogame experience on performance and motivation in instructional videogames	30
The motivations of adolescents who are addicted to online games: a cognitive perspective	29
Virtual reality as a leisure activity for young adults with physical and intellectual disabilities	27
The SIMs meet ESL incorporating authentic computer simulation games into the language classroom.	25
Short-term psychological effects of interactive video game technology exercise on mood and attention	25
A descriptive study of Turkish high school students' game-playing characteristics and their considerations concerning the effects of games.	24
increased oscillatory theta activity evoked by violent digital game events	21
Does training novices to criteria and does rapid acquisition of skills on laparoscopic simulators have predictive validity or are we just playing video games?	20
Can novices achieve automaticity during simulator training?	20
Gaming the future of an urban network.	19
The world of competitive scrabble: novice and expert differences in visuospatial and verbal abilities.	18
Simulation-based learning: the learning-forgetting-relearning process and impact of learning history.	17
Does team size matter in mobile learning?	17
The effects of previously acquired skills on sinus surgery simulator performance	16
Spatial navigation in large-scale virtual environments: gender differences in survey tasks.	15
Use of a web-based game to teach pediatric content to medical students	15
Designing and analyzing collaboration in a scripted game for vocational education.	14
Designing for self-efficacy in a game based simulator an experimental study and its implications	10

MobileMath: the phone, the game and the math.	9
A survey of students' motivations for playing computer games: a comparative analysis.	7
Learning History by playing a mobile city game.	6
The effects of digital games on undergraduate players' flow experiences and affect	5
Can virtual reality increase the realism of role plays used to teach college women sexual coercion and rape resistance skills?	5
Personality matters: incorporating detailed user attributes and preferences into the matchmaking process	5
Thunderstorms in my computer: the effect of visual dynamics and sound in a 3D environment.	3
Cognitive and affective effects of learning history by playing a mobile game.	3
Computer gaming for vision therapy.	2
Reflective thinking in games: triggers and constraints	2
Homeless: it's no game – measuring the effectiveness of a persuasive videogame.	2
Can interview prior to laparoscopic simulator training predict a trainee's skills?	2
Videogame Aesthetics and e-Learning: a retro-looking computer game to explain the normal distribution in statistics teaching	2
Exploring the discrepancy between educational goals and educational game design.	1
The tooth morphology board game: an innovative strategy in tutoring dental technology learners in combating rote learning	1
Communication and leadership trustworthiness in virtual teams: an empirical comparison of the US and China.	0
Evaluating the effect of personality on the design of educational games.	0
Computer-based business simulation games as tools for learning: a comparative study of student and teacher perceptions.	0
Applying online multiplayer educational games based on generic shells to enhance learning of recursive algorithms: students' preliminary results	0
Cashing in on crashes via brand placement in computer games: the effects of experience and flow on memory	0