MarÃ-a Blanca IbÃ¡Ã±ez Espiga

List of Publications by Year
in descending order

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21 papers	2,288 citations	933447 10 h-index	940533 16 g-index
22 all docs	22 docs citations	22 times ranked	1671 citing authors

#	Article	IF	Citations
1	Impact of an augmented reality system on students' motivation for a visual art course. Computers and Education, 2013, 68, 586-596.	8.3	703
2	Augmented reality for STEM learning: A systematic review. Computers and Education, 2018, 123, 109-123.	8.3	495
3	Experimenting with electromagnetism using augmented reality: Impact on flow student experience and educational effectiveness. Computers and Education, 2014, 71, 1-13.	8.3	395
4	Gamification for Engaging Computer Science Students in Learning Activities: A Case Study. IEEE Transactions on Learning Technologies, 2014, 7, 291-301.	3.2	290
5	Impact of augmented reality technology on academic achievement and motivation of students from public and private Mexican schools. A case study in a middle-school geometry course. Computers and Education, 2020, 145, 103734.	8.3	104
6	Support for Augmented Reality Simulation Systems: The Effects of Scaffolding on Learning Outcomes and Behavior Patterns. IEEE Transactions on Learning Technologies, 2016, 9, 46-56.	3.2	76
7	Augmented Reality-Based Simulators as Discovery Learning Tools: An Empirical Study. IEEE Transactions on Education, 2015, 58, 208-213.	2.4	60
8	Learning a Foreign Language in a Mixed-Reality Environment. IEEE Internet Computing, 2011, 15, 44-47.	3.3	40
9	The Acceptance of Learning Augmented Reality Environments: A Case Study. , 2016, , .		26
10	Learning analytics for student modeling in virtual reality training systems: Lineworkers case. Computers and Education, 2020, 151, 103871.	8.3	24
11	Collaborative learning in multi-user virtual environments. Journal of Network and Computer Applications, 2013, 36, 1566-1576.	9.1	17
12	An Empirical Study of the Use of an Augmented Reality Simulator in a Face-to-Face Physics Course. , 2017, , .		11
13	Assessment of Knowledge and Competencies in 3D Virtual Worlds: A Proposal. International Federation for Information Processing, 2010, , 165-176.	0.4	9
14	Educational Technology in the Age of Natural Interfaces and Deep Learning. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2020, 15, 26-33.	0.9	8
15	Impact of Visuospatial Abilities on Perceived Enjoyment of Students toward an AR-Simulation System in a Physics Course. , 2019, , .		6
16	Using an Augmented Reality Geolocalized Quiz Game as an Incentive to Overcome Academic Procrastination. Advances in Intelligent Systems and Computing, 2019, , 175-184.	0.6	5
17	Augmented Reality-Based Simulations Embedded in Problem Based Learning Courses. Lecture Notes in Computer Science, 2015, , 540-543.	1.3	5
18	Multi-User 3D Virtual Environment for Spanish Learning: A Wonderland Experience. , 2010, , .		4

#	Article	IF	Citations
19	Integrating Assessment into Augmented Reality-Based Learning Environments. , 2015, , .		4
20	Higher Immersive Profiles Improve Learning Outcomes in Augmented Reality Learning Environments. Information (Switzerland), 2022, 13, 218.	2.9	3
21	What Can You Do with Educational Technology that is Getting More Human?. , 2019, , .		2