

# María Blanca Ibáñez Espiga

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1925038/publications.pdf>

Version: 2024-02-01

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	Higher Immersive Profiles Improve Learning Outcomes in Augmented Reality Learning Environments. Information (Switzerland), 2022, 13, 218.	2.9	3
2	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
3	Educational Technology in the Age of Natural Interfaces and Deep Learning. Revista Iberoamericana De Tecnologías Del Aprendizaje, 2020, 15, 26-33.	0.9	8
4	Learning analytics for student modeling in virtual reality training systems: Lineworkers case. Computers and Education, 2020, 151, 103871.	8.3	24
5	Impact of Visuospatial Abilities on Perceived Enjoyment of Students toward an AR-Simulation System in a Physics Course. , 2019, , .		6
6	What Can You Do with Educational Technology that is Getting More Human?. , 2019, , .		2
7	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
8	Augmented reality for STEM learning: A systematic review. Computers and Education, 2018, 123, 109-123.	8.3	495
9	An Empirical Study of the Use of an Augmented Reality Simulator in a Face-to-Face Physics Course. , 2017, , .		11
10	The Acceptance of Learning Augmented Reality Environments: A Case Study. , 2016, , .		26
11	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
12	Integrating Assessment into Augmented Reality-Based Learning Environments. , 2015, , .		4
13	Augmented Reality-Based Simulators as Discovery Learning Tools: An Empirical Study. IEEE Transactions on Education, 2015, 58, 208-213.	2.4	60
14	Augmented Reality-Based Simulations Embedded in Problem Based Learning Courses. Lecture Notes in Computer Science, 2015, , 540-543.	1.3	5
15	Gamification for Engaging Computer Science Students in Learning Activities: A Case Study. IEEE Transactions on Learning Technologies, 2014, 7, 291-301.	3.2	290
16	Experimenting with electromagnetism using augmented reality: Impact on flow student experience and educational effectiveness. Computers and Education, 2014, 71, 1-13.	8.3	395
17	Impact of an augmented reality system on students' motivation for a visual art course. Computers and Education, 2013, 68, 586-596.	8.3	703
18	Collaborative learning in multi-user virtual environments. Journal of Network and Computer Applications, 2013, 36, 1566-1576.	9.1	17

#	ARTICLE	IF	CITATIONS
19	Learning a Foreign Language in a Mixed-Reality Environment. IEEE Internet Computing, 2011, 15, 44-47.	3.3	40
20	Multi-User 3D Virtual Environment for Spanish Learning: A Wonderland Experience. , 2010, , .		4
21	Assessment of Knowledge and Competencies in 3D Virtual Worlds: A Proposal. International Federation for Information Processing, 2010, , 165-176.	0.4	9