Turkan Karakus Yilmaz

List of Publications by Year
in descending order

20 papers	798 citations	1163117 8 h-index	940533 16 g-index
21 all docs	21 docs citations	21 times ranked	762 citing authors

#	ARTICLE	IF	CITATIONS
1	The effects of computer games on primary school students' achievement and motivation in geography learning. Computers and Education, 2009, 52, 68-77.	8.3	400
2	An eye-tracking study of how color coding affects multimedia learning. Computers and Education, 2009, 53, 445-453.	8.3	161
3	3D virtual learning environments in education: a meta-review. Asia Pacific Education Review, 2017, 18, 81-100.	2.5	75
4	A descriptive study of Turkish high school students' game-playing characteristics and their considerations concerning the effects of games. Computers in Human Behavior, 2008, 24, 2520-2529.	8.5	57
5	An examination of interactions in a three-dimensional virtual world. Computers and Education, 2015, 88, 256-267.	8.3	24
6	The effects of mind games in math and grammar courses on the achievements and perceived problem‐solving skills of secondary school students. British Journal of Educational Technology, 2019, 50, 1482-1494.	6.3	16
7	Methodological Issues in a Survey of Children's Online Risk-Taking and Other Behaviours in Europe. Journal of Children and Media, 2013, 7, 133-150.	1.7	14
8	Retention and flow under guided and unguided learning experience in 3D virtual worlds. Computers in Human Behavior, 2015, 44, 96-102.	8.5	14
9	Orchestrating learning during implementation of a 3D virtual world. New Review of Hypermedia and Multimedia, 2016, 22, 303-320.	1.1	7
10	Ä°lköÄŸretim Ã–ÄŸrencilerinin 3 Boyutlu Sanal ÃÃ–ÄŸrenme OrtamlarÄ±na YÃ¶nelik TutumlarÄ±: Second Life ÃÃ–rneÄŸi. Ege EÄŸitim Dergisi, 2014, 15, 538.	0.4	7
11	The happy association of game and gamification: the use and evaluation of game elements with game-based activities. Technology, Pedagogy and Education, 2022, 31, 103-121.	5.4	7
12	Information retention's relationships with flow, presence and engagement in guided 3D virtual environments. Education and Information Technologies, 2018, 23, 1621-1637.	5.7	5
13	ÃÃ–ÄŸrenme ve ÃÃ–ÄŸretimde DijitalleÅŸme ve Web AraÃ§larÄ±. , 2020, , 181-218.		3
14	The Native Symbols Engaging Turkish Players to Digital Games in a Playability Perspective. Simulation and Gaming, 2017, 48, 480-497.	1.9	2
15	An examination of 3D virtual worlds, design issues, and motivational theory. Pegem Egitim Ve Ogretim Dergisi, 2015, 5, 257-272.	0.6	2
16	Technical problems experienced in the virtual learning environment and coping strategies. , 2015, , .		1
17	Usability evaluation of a web-based ontology browser: the case of TSONT. Turkish Journal of Electrical Engineering and Computer Sciences, 2018, 26, 1115-1128.	1.4	1
18	CHANGES IN SOCIOCULTURAL REPRESENTATIONS IN POPULAR DIGITAL GAMES. The Turkish Online Journal of Design Art and Communication, 2016, 6, 21-35.	0.3	1

#	Article	IF	Citations
19	INVESTIGATING INSTRUCTIONAL DESIGN SKILL DEVELOPMENT DURING THE PROJECT BASED MULTIMEDIA DEVELOPMENT PROCESS. The Turkish Online Journal of Design Art and Communication, 2016, 6, 244-260.	0.3	1
20	Designing Narratology-Based Educational Games with Non-players. Lecture Notes in Computer Science, 2008, , 528-534.	1.3	0