

Turkan Karakus Yilmaz

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5176470/publications.pdf>

Version: 2024-02-01

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 happy association of game and gamification: the use and evaluation of game elements with game-based activities. <i>Technology, Pedagogy and Education</i> , 2022, 31, 103-121.	5.4	7
2	Ä–Äÿrenme ve Ä–Äÿretimde DijitalleÄ–ÿme ve Web AraÄ–şlarÄ–±. , 2020, , 181-218.		3
3	The effects of mind games in math and grammar courses on the achievements and perceived problemâ€solving skills of secondary school students. <i>British Journal of Educational Technology</i> , 2019, 50, 1482-1494.	6.3	16
4	Information retentionâ€™s relationships with flow, presence and engagement in guided 3D virtual environments. <i>Education and Information Technologies</i> , 2018, 23, 1621-1637.	5.7	5
5	Usability evaluation of a web-based ontology browser: the case of TSONT. <i>Turkish Journal of Electrical Engineering and Computer Sciences</i> , 2018, 26, 1115-1128.	1.4	1
6	3D virtual learning environments in education: a meta-review. <i>Asia Pacific Education Review</i> , 2017, 18, 81-100.	2.5	75
7	The Native Symbols Engaging Turkish Players to Digital Games in a Playability Perspective. <i>Simulation and Gaming</i> , 2017, 48, 480-497.	1.9	2
8	Orchestrating learning during implementation of a 3D virtual world. <i>New Review of Hypermedia and Multimedia</i> , 2016, 22, 303-320.	1.1	7
9	CHANGES IN SOCIOCULTURAL REPRESENTATIONS IN POPULAR DIGITAL GAMES. <i>The Turkish Online Journal of Design Art and Communication</i> , 2016, 6, 21-35.	0.3	1
10	INVESTIGATING INSTRUCTIONAL DESIGN SKILL DEVELOPMENT DURING THE PROJECT BASED MULTIMEDIA DEVELOPMENT PROCESS. <i>The Turkish Online Journal of Design Art and Communication</i> , 2016, 6, 244-260.	0.3	1
11	Technical problems experienced in the virtual learning environment and coping strategies. , 2015, , .		1
12	An examination of interactions in a three-dimensional virtual world. <i>Computers and Education</i> , 2015, 88, 256-267.	8.3	24
13	Retention and flow under guided and unguided learning experience in 3D virtual worlds. <i>Computers in Human Behavior</i> , 2015, 44, 96-102.	8.5	14
14	An examination of 3D virtual worlds, design issues, and motivational theory. <i>Pegem Egitim Ve Ogretim Dergisi</i> , 2015, 5, 257-272.	0.6	2
15	Ä–lkÄ–ÿretim Ä–Äÿrencilerinin 3 Boyutlu Sanal Ä–Äÿrenme OrtamlarÄ–±na YÄ–nelik TutumlarÄ–±: Second Life Ä–rneÄ–ÿi. <i>Ege EÄ–ÿitim Dergisi</i> , 2014, 15, 538.	0.4	7
16	Methodological Issues in a Survey of Children's Online Risk-Taking and Other Behaviours in Europe. <i>Journal of Children and Media</i> , 2013, 7, 133-150.	1.7	14
17	The effects of computer games on primary school studentsâ€™ achievement and motivation in geography learning. <i>Computers and Education</i> , 2009, 52, 68-77.	8.3	400
18	An eye-tracking study of how color coding affects multimedia learning. <i>Computers and Education</i> , 2009, 53, 445-453.	8.3	161

#	ARTICLE	IF	CITATIONS
19	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
20	Designing Narratology-Based Educational Games with Non-players. Lecture Notes in Computer Science, 2008, , 528-534.	1.3	0