

Ä°dris GÃ¶ksu

List of Publications by Year in descending order

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Version: 2024-02-01

20
papers

326
citations

1040056

9
h-index

940533

16
g-index

20
all docs

20
docs citations

20
times ranked

197
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 1 | Bibliometric mapping of mobile learning. Telematics and Informatics, 2021, 56, 101491. | 5.8 | 63 |
| 2 | The potential of immersive virtual reality to enhance learning: A meta-analysis. Educational Research Review, 2022, 36, 100452. | 7.8 | 54 |
| 3 | Effects of Phubbing: Relationships With Psychodemographic Variables. Psychological Reports, 2020, 123, 1578-1613. | 1.7 | 49 |
| 4 | Need for Mobile Learning: Technologies and Opportunities. Procedia, Social and Behavioral Sciences, 2013, 103, 685-694. | 0.5 | 36 |
| 5 | Content analysis of research trends in instructional design models: 1999-2014. Journal of Learning Design, 2017, 10, 85. | 0.8 | 25 |
| 6 | Distance education amid a pandemic: Which psychodemographic variables affect students in higher education?. Journal of Computer Assisted Learning, 2021, 37, 1539-1552. | 5.1 | 16 |
| 7 | Does the ARCS motivational model affect students' achievement and motivation? A meta-analysis. Review of Education, 2021, 9, 27-52. | 2.1 | 14 |
| 8 | Using virtual reality learning environments to motivate and socialize undergraduates in distance learning. Participatory Educational Research, 2022, 9, 199-218. | 0.8 | 13 |
| 9 | The content analysis and bibliometric mapping of CALL journal. Computer Assisted Language Learning, 2022, 35, 2018-2048. | 7.1 | 11 |
| 10 | A Longitudinal Analysis of Academic Achievement and Its Correlates in Higher Education. SAGE Open, 2021, 11, 215824402110030. | 1.7 | 8 |
| 11 | Çocuklar ve Medya Okuyuzlar ve Kullanılan Altyapıların ve Demografik Değişkenlerin Araştırmasından Öncelenmesi. Gazi University Journal of Gazi Education Faculty, 2019, 39, 793-815. | 0.5 | 8 |
| 12 | Kahoot! as a Gamification Tool in Vocational Education: More Positive Attitude, Motivation and Less Anxiety in EFL. Journal of Computer and Education Research, 2021, 9, 682-701. | 1.0 | 7 |
| 13 | Evaluation of mobile games in the context of content: What do children face when playing mobile games?. E-Learning and Digital Media, 2020, 17, 388-407. | 2.6 | 6 |
| 14 | Instructional Design Studies Between 1975 and 2019. International Journal of Online Pedagogy and Course Design, 2021, 11, 73-92. | 0.4 | 5 |
| 15 | TEKNOLOJİ KULLANIMI TERCİHİ'NE DEĞERLENERKEN AKADEMİK BAŞARILARINI ETKİLİYOR MU? BİR META-ANALİZ ARAŞTIRMASI. Eğitim Teknolojisi Kuram Ve Uygulama, 2020, 10, 138-176. | 0.6 | 5 |
| 16 | Öğrencilerin 21. Yüzyıl Beceri Düzeyleri ve Beceriler Arasındaki İlişkinin Öncelenmesi. Journal of Inönü University Faculty of Education, 0, , . | 0.7 | 3 |
| 17 | Context and Implications Document for: Does the ARCS motivational model affect students' achievement and motivation? A meta-analysis. Review of Education, 2021, 9, 53-54. | 2.1 | 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 | How Was the Academic Incentive Plan Reflected on Performance: Comparative Analysis of 2016 to 2017. YÄ¼ksekÄ¶retim Dergisi, 2019, 9, 189-200. | 0.3 | 1 |
| 20 | Tendencies of medical education researches in Turkey: Content analysis of 2000-2014 period. Marmara Medical Journal, 2015, 28, 142. | 0.8 | 0 |