

Ä°dris GÃ¶ksu

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5803578/publications.pdf>

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	The content analysis and bibliometric mapping of <i>CALL</i> journal. Computer Assisted Language Learning, 2022, 35, 2018-2048.	7.1	11
2	Using virtual reality learning environments to motivate and socialize undergraduates in distance learning. Participatory Educational Research, 2022, 9, 199-218.	0.8	13
3	The potential of immersive virtual reality to enhance learning: A meta-analysis. Educational Research Review, 2022, 36, 100452.	7.8	54
4	Bibliometric mapping of mobile learning. Telematics and Informatics, 2021, 56, 101491.	5.8	63
5	Does the ARCS motivational model affect studentsâ€™ achievement and motivation? A metaâ€analysis. Review of Education, 2021, 9, 27-52.	2.1	14
6	Context and Implications Document for: Does the ARCS motivational model affect students' achievement and motivation? A metaâ€analysis. Review of Education, 2021, 9, 53-54.	2.1	1
7	A Longitudinal Analysis of Academic Achievement and Its Correlates in Higher Education. SAGE Open, 2021, 11, 215824402110030.	1.7	8
8	Instructional Design Studies Between 1975 and 2019. International Journal of Online Pedagogy and Course Design, 2021, 11, 73-92.	0.4	5
9	Distance education amid a pandemic: Which psychoâ€demographic variables affect students in higher education?. Journal of Computer Assisted Learning, 2021, 37, 1539-1552.	5.1	16
10	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
11	Effects of Phubbing: Relationships With Psychodemographic Variables. Psychological Reports, 2020, 123, 1578-1613.	1.7	49
12	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
13	TEKNOLOJİ° KULLANIMI TÂœRKİ°YE'DE Â–ÂžRENCÄ°LERÄ°N AKADEMÄ°K BAÄžARILARINI ETKÄ°LÄ°YOR MU? BÄ°R META-ANALÄ°Z ÂžALIÄžMASI. EÄYitim Teknolojisi Kuram Ve Uygulama, 2020, 10, 138-176.	0.6	5
14	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
15	ÄçocuklarÄ±n Medya Okuyuzarları DÄ¼zeylerinin ve KullanÄ±m AlÄ±ÅŸkanlıklarÄ±nÄ±n Demografik DeÄyiÅŸkenler AÄ±sından Äncelenmesi. Gazi University Journal of Gazi Education Faculty, 2019, 39, 793-815.	0.5	8
16	Content analysis of research trends in instructional design models: 1999-2014. Journal of Learning Design, 2017, 10, 85.	0.8	25
17	CHANGES IN SOCIOCULTURAL REPRESENTATIONS IN POPULAR DIGITAL GAMES. The Turkish Online Journal of Design Art and Communication, 2016, 6, 21-35.	0.3	1
18	Tendencies of medical education researches in Turkey: Content analysis of 2000-2014 period. Marmara Medical Journal, 2015, 28, 142.	0.8	0

#	ARTICLE	IF	CITATIONS
19	Need for Mobile Learning: Technologies and Opportunities. Procedia, Social and Behavioral Sciences, 2013, 103, 685-694.	0.5	36
20	Öğrencilerin 21. Yüzyıllı Beceri Düzeyleri ve Beceriler Arasındaki İlişkinin İncelenmesi. Journal of Inönü University Faculty of Education, 0, , .	0.7	3