Erol Ozcelik

List of Publications by Year
in descending order

20 papers	814 citations	933447 10 h-index	888059 17 g-index
21 all docs	21 docs citations	21 times ranked	808 citing authors

#	ARTICLE	IF	CITATIONS
1	Implications of Cognitive Theories for Optimizing Higher Education Learning. Advances in Higher Education and Professional Development Book Series, 2020, , 38-58.	0.2	1
2	The Effect of Training, Used-Hand, and Experience on Endoscopic Surgery Skills in an Educational Computer-Based Simulation Environment (ECE) for Endoneurosurgery Training. Surgical Innovation, 2019, 26, 725-737.	0.9	11
3	The Underlying Reasons of the Navigation Control Effect on Performance in a Virtual Reality Endoscopic Surgery Training Simulator. International Journal of Human-Computer Interaction, 2019, 35, 1396-1403.	4.8	8
4	Insights From Pupil Size to Mental Workload of Surgical Residents: Feasibility of an Educational Computer-Based Surgical Simulation Environment (ECE) Considering the Hand Condition. Surgical Innovation, 2018, 25, 616-624.	0.9	19
5	Reliability, Validity and Turkish Adaptation of Self-Directed Learning Scale (SDLS). International Journal of Assessment Tools in Education, 2018, 5, 235-247.	1.1	6
6	Secondary-Task Effects on Learning With Multimedia: An Investigation Through Eye-Movement Analysis. Journal of Experimental Education, 2017, 85, 126-141.	2.6	10
7	Construct and face validity of the educational computer-based environment (ECE) assessment scenarios for basic endoneurosurgery skills. Surgical Endoscopy and Other Interventional Techniques, 2017, 31, 4485-4495.	2.4	11
8	Simulation-based environments for surgical practice. , 2017, , .		4
9	The effect of post-learning arousal on memory in education. International Journal of Innovation and Learning, 2015, 18, 266.	0.4	3
10	Estimation of Polypropylene Concentration of Modified Bitumen Images by Using k-NN and SVM Classifiers. Journal of Computing in Civil Engineering, 2015, 29, 04014055.	4.7	7
11	The effect of competition on learning in games. Computers and Education, 2015, 87, 35-41.	8.3	149
12	Haptic User Interface Integration for 3D Game Engines. Lecture Notes in Computer Science, 2014, , 654-662.	1.3	1
13	The Effect of Split Attention in Surgical Education. Lecture Notes in Computer Science, 2014, , 3-10.	1.3	0
14	The effect of uncertainty on learning in game-like environments. Computers and Education, 2013, 67, 12-20.	8.3	61
15	Gestureâ€based interaction for learning: time to make the dream a reality. British Journal of Educational Technology, 2012, 43, E86.	6.3	12
16	Reducing the spatial distance between printed and online information sources by means of mobile technology enhances learning: Using 2D barcodes. Computers and Education, 2011, 57, 2077-2085.	8.3	68
17	Why does signaling enhance multimedia learning? Evidence from eye movements. Computers in Human Behavior, 2010, 26, 110-117.	8.5	195
18	Quantification of the Effects of Transcutaneous Electrical Nerve Stimulation With Functional Magnetic Resonance Imaging: A Double-Blind Randomized Placebo-Controlled Study. Archives of Physical Medicine and Rehabilitation, 2010, 91, 1160-1165.	0.9	26

#	Article	IF	Citations
19	Encoding the future: Successful processing of intentions engages predictive brain networks. NeuroImage, 2010, 49, 905-913.	4.2	61
20	An eye-tracking study of how color coding affects multimedia learning. Computers and Education, 2009, 53, 445-453.	8.3	161