

Hakan TÃœezÃœen

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7733155/publications.pdf>

Version: 2024-02-01

25
papers

1,443
citations

1163117

8
h-index

752698

20
g-index

26
all docs

26
docs citations

26
times ranked

995
citing authors

#	ARTICLE	IF	CITATIONS
1	Making learning fun: Quest Atlantis, a game without guns. Educational Technology Research and Development, 2005, 53, 86-107.	2.8	688
2	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
3	Our Designs and the Social Agendas They Carry. Journal of the Learning Sciences, 2007, 16, 263-305.	2.9	94
4	Blending video games with learning: Issues and challenges with classroom implementations in the Turkish context. British Journal of Educational Technology, 2007, 38, 465-477.	6.3	67
5	The effects of 3D multi-user virtual environments on freshmen university students' conceptual and spatial learning and presence in departmental orientation. Computers and Education, 2016, 94, 228-240.	8.3	58
6	Evaluation of a university website's usability for visually impaired students. Universal Access in the Information Society, 2017, 16, 151-160.	3.0	32
7	Developing Critical Implementations of Technology-Rich Innovations: A Cross-Case Study of the Implementation of Quest Atlantis. Journal of Educational Computing Research, 2009, 41, 125-153.	5.5	29
8	Usability testing of a 3D touch screen kiosk system for way-finding. Computers in Human Behavior, 2016, 61, 73-79.	8.5	19
9	Comparison of object-oriented and robot programming activities: The effects of programming modality on student achievement, abstraction, problem solving, and motivation. Journal of Computer Assisted Learning, 2021, 37, 370-386.	5.1	11
10	Reconsidering the motivation of learners in educational computer game contexts. Turkish Journal of Education, 2019, 8, 129-159.	1.8	11
11	Multi-user Virtual Environments for Education. , 2018, , 1-7.		6
12	Guidelines for Transferring Residential Courses into Web. International Review of Research in Open and Distance Learning, 2016, 17, .	1.8	4
13	Öğretmen Adayların Bir Öğretmen Eğitimini Simülasyonunun Kullanımına Özgün Gereklerinin İncelenmesi. Pamukkale Üniversitesi Eğitim Fakültesi Dergisi, 2019, 46, 150-174.	0.3	4
14	Integration of Virtual Reality Fire Drill Application into Authentic Learning Environments. World Journal on Educational Technology: Current Issues, 2018, 10, 241-249.	0.4	4
15	The Effects of Using On-Screen and Paper Maps on Navigation Efficiency in 3D Multi-User Virtual Environments. International Journal of Gaming and Computer-Mediated Simulations, 2019, 11, 21-41.	1.1	3
16	Evaluating Computer Games for the Professional Development of Teachers. International Journal of Virtual and Augmented Reality, 2017, 1, 60-74.	0.8	3
17	Exploring the role of situational flow experience in learning through design in 3D multi-user virtual environments. International Journal of Technology and Design Education, 2022, 32, 2217-2237.	2.6	2
18	Web-Based Course Design Models. Advances in Higher Education and Professional Development Book Series, 2016, , 374-395.	0.2	2

#	ARTICLE	IF	CITATIONS
19	ÄceÄS-Boyutlu Äþok-KullanÄ±cÄ±LÄ± Sanal Ortamlarda BuradalÄ±ÄŸÄ±n Ä°ncelenmesi. Hacettepe Egitim Dergisi, 2016, , 1-1.2		
20	Usability Evaluation of the Mobile Application of Centralized Hospital Appointment System (CHAS). Integrated Series on Information Systems, 2018, , 231-248.	0.1	1
21	The Adaptation of a Residential Course to Web-Based Environment for Increasing Productivity. Advances in Educational Technologies and Instructional Design Book Series, 2016, , 43-63.	0.2	1
22	Design Process of Three-Dimensional Multi-User Virtual Environments (3D MUVES) for Teaching Tree Species. Advances in Educational Technologies and Instructional Design Book Series, 2020, , 117-137.	0.2	1
23	Modeling of an instructional design process based on the problem-based learning approach in three-dimensional multi-user virtual environments. Education and Information Technologies, 2022, 27, 6641-6668.	5.7	1
24	The effect of design tasks on the cognitive load level of instructional designers in 3D MUVES. International Journal of Technology and Design Education, 2020, , 1.	2.6	0
25	Web-Based Course Design Models. , 2020, , 260-281.		0