

Hakan TÃœezÃœen

List of Publications by Year in descending order

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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	Exploring the role of situational flow experience in learning through design in 3D multi-user virtual environments. <i>International Journal of Technology and Design Education</i> , 2022, 32, 2217-2237.	2.6	2
2	Modeling of an instructional design process based on the problem-based learning approach in three-dimensional multi-user virtual environments. <i>Education and Information Technologies</i> , 2022, 27, 6641-6668.	5.7	1
3	Comparison of <sc>object-oriented</sc> and robot programming activities: The effects of programming modality on student achievement, abstraction, problem solving, and motivation. <i>Journal of Computer Assisted Learning</i> , 2021, 37, 370-386.	5.1	11
4	The effect of design tasks on the cognitive load level of instructional designers in 3D MUVes. <i>International Journal of Technology and Design Education</i> , 2020, , 1.	2.6	0
5	Design Process of Three-Dimensional Multi-User Virtual Environments (3D MUVes) for Teaching Tree Species. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , 2020, , 117-137.	0.2	1
6	Web-Based Course Design Models. , 2020, , 260-281.		0
7	Reconsidering the motivation of learners in educational computer game contexts. <i>Turkish Journal of Education</i> , 2019, 8, 129-159.	1.8	11
8	The Effects of Using On-Screen and Paper Maps on Navigation Efficiency in 3D Multi-User Virtual Environments. <i>International Journal of Gaming and Computer-Mediated Simulations</i> , 2019, 11, 21-41.	1.1	3
9	Ä–Äyretmen AdaylarÄ±nÄ±n Bir Ä–Äyretmen EÄyitimi SimÄ¼asyonunun KullanÄ±mÄ±na Ä°liÅ¼kin GÄ¼rÄ¼Å¼lerinin Ä°ncelenmesi. <i>Pamukkale Ä°niversitesi EÄyitim FakÄ¼ltesi Dergisi</i> , 2019, 46, 150-174.	0.3	4
10	Multi-user Virtual Environments for Education. , 2018, , 1-7.		6
11	Usability Evaluation of the Mobile Application of Centralized Hospital Appointment System (CHAS). <i>Integrated Series on Information Systems</i> , 2018, , 231-248.	0.1	1
12	Integration of Virtual Reality Fire Drill Application into Authentic Learning Environments. <i>World Journal on Educational Technology: Current Issues</i> , 2018, 10, 241-249.	0.4	4
13	Evaluation of a university websiteâ€™s usability for visually impaired students. <i>Universal Access in the Information Society</i> , 2017, 16, 151-160.	3.0	32
14	Evaluating Computer Games for the Professional Development of Teachers. <i>International Journal of Virtual and Augmented Reality</i> , 2017, 1, 60-74.	0.8	3
15	Guidelines for Transferring Residential Courses into Web. <i>International Review of Research in Open and Distance Learning</i> , 2016, 17, .	1.8	4
16	Usability testing of a 3D touch screen kiosk system for way-finding. <i>Computers in Human Behavior</i> , 2016, 61, 73-79.	8.5	19
17	The effects of 3D multi-user virtual environments on freshmen university students' conceptual and spatial learning and presence in departmental orientation. <i>Computers and Education</i> , 2016, 94, 228-240.	8.3	58
18	Web-Based Course Design Models. <i>Advances in Higher Education and Professional Development Book Series</i> , 2016, , 374-395.	0.2	2

#	ARTICLE	IF	CITATIONS
19	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
20	ÄœÄš-Boyutlu Ä†ok-KullanÄ±cÄ±lÄ± Sanal Ortamlarda BuradalÄ±ÄŸÄ±n Ä°ncelenmesi. Hacettepe Egitim Dergisi, 2016, , 1-1.2		
21	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
22	The effects of computer games on primary school studentsâ€™ achievement and motivation in geography learning. Computers and Education, 2009, 52, 68-77.	8.3	400
23	Our Designs and the Social Agendas They Carry. Journal of the Learning Sciences, 2007, 16, 263-305.	2.9	94
24	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
25	Making learning fun: Quest Atlantis, a game without guns. Educational Technology Research and Development, 2005, 53, 86-107.	2.8	688