Valerie Hill

List of Publications by Year
in descending order

		1937685	1720034
9 papers	106 citations	4 h-index	7 g-index
10 all docs	10 docs citations	10 times ranked	69 citing authors

#	Article	IF	Citations
1	Digital citizenship through game design in Minecraft. New Library World, 2015, 116, 369-382.	1.1	45
2	Libraries and immersive learning environments unite in Second Life. Library Hi Tech, 2009, 27, 338-356.	5.1	28
3	Maya Island virtual museum: A virtual learning environment, museum, and library exhibit. , 2012, , .		13
4	Virtual world global collaboration: an educational quest. Information and Learning Science, 2017, 118, 547-565.	1.3	8
5	Assessing 3D Virtual World Disaster Training Through Adult Learning Theory. International Journal of Serious Games, 2014, 1, .	1.1	8
6	Adoption of virtual worlds in libraries. Proceedings of the American Society for Information Science and Technology, 2010, 47, 1-3.	0.2	1
7	Libraries and museums in virtual worlds: Adoption of immersive learning environments. , 2010, , .		1
8	The Adoption of Virtual Media and Virtual Worlds by Librarians. Advances in Library Administration and Organization, 2012, , 89-119.	0.3	1
9	Digital Citizens as Writers. Advances in Educational Technologies and Instructional Design Book Series, 2017, , 56-74.	0.2	1