

# Valerie Hill

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7903232/publications.pdf>

Version: 2024-02-01

9  
papers

106  
citations

1937685

4  
h-index

1720034

7  
g-index

10  
all docs

10  
docs citations

10  
times ranked

69  
citing authors

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