

Hardika Dwi Hermawan

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8225508/publications.pdf>

Version: 2024-02-01

19
papers

79
citations

1937685

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7
g-index

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all docs

19
docs citations

19
times ranked

23
citing authors

#	ARTICLE	IF	CITATIONS
1	Does behavior simulation based on augmented reality improve moral imagination?. Education and Information Technologies, 2021, 26, 441-463.	5.7	15
2	Augmented reality (AR)-based sharia financial literacy system (AR-SFLS): a new approach to virtual sharia financial socialization for young learners. International Journal of Islamic and Middle Eastern Finance and Management, 2022, 15, 48-65.	2.1	12
3	The development and analysis of quality of "Batik Detector" as a learning media for Indonesia Batik motifs Android based in Indonesian School of Singapore. , 2015, , .		6
4	Designing a Technology-Enhanced Flipped Learning Model Using Schoology LMS. , 2018, , .		6
5	The effectiveness of teaching virtual reality-based business ethics: is it really suitable for all learning styles?. Interactive Technology and Smart Education, 2023, 20, 19-35.	5.6	6
6	Implementation of ICT in Education in Indonesia During 2004-2017. , 2018, , .		5
7	Computational Thinking Lesson in Improving Digital Literacy for Rural Area Children via CS Unplugged. Journal of Physics: Conference Series, 2021, 1720, 012009.	0.4	5
8	Students's Learning Experiences With LMS Tes Teach In Flipped-Class Instruction. Elinvo (Electronics) Tj ETQq0 0,0 rgBT /Overlock 10	0.4	5
9	Augmented reality T-shirt for product promotion. AIP Conference Proceedings, 2018, , .	0.4	4
10	Developing a Financial Literacy Storybook for Early Childhood in an Augmented Reality Context. Contemporary Educational Technology, 2022, 14, ep363.	2.4	4
11	Lip reading based on background subtraction and image projection. , 2015, , .		3
12	The Effects of Students's Perception of the School Environment and Students's Enjoyment in Reading towards Reading Achievement of 4th Grades Students in Hong Kong. Indonesian Journal on Learning and Advanced Education (IJOLAE), 2020, 2, 68-74.	0.4	3
13	Adaptive Mobile Learning in the Nearby Wisdom App. , 2018, , .		2
14	Studi Kelayakan dan Perancangan Arbook Indonesian History: Media Pembelajaran Sejarah Menggunakan Augmented Reality. Edukatif, 2021, 3, 2359-2371.	0.4	2
15	Students' Perceived Engagement in a Technology-Enhanced Flipped Language Classroom. , 2019, , .		1
16	Implementing Moore's Model of Interaction in Flipped-Class Intruction. , 2018, , .		0
17	Development and Quality Analysis of Decision Support Systems as Software for Scholarship Recommendation in Higher Education. Journal of Physics: Conference Series, 2018, 1140, 012045.	0.4	0
18	Acceptance of e-commerce at rural level. , 2020, , .		0

#	ARTICLE	IF	CITATIONS
19	Development of Learning Media to Introduce Traditional Musical Instruments using Augmented Reality on Instagram. , 2021, , .		0