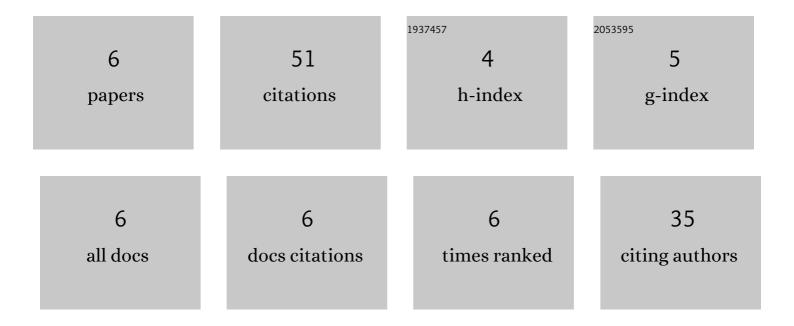
## Abdullah Yasİn GÜndÜz

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/8315954/publications.pdf

Version: 2024-02-01



#	Article	IF	CITATIONS
1	Implementing Bring Your Own Device (BYOD) Model in Flipped Learning: Advantages and Challenges. Technology, Knowledge and Learning, 2020, 25, 465-478.	3.1	14
2	Effectiveness of Gamification in Flipped Learning. SAGE Open, 2020, 10, 215824402097983.	0.8	14
3	Student views on the use of flipped learning in higher education: A pilot study. Education and Information Technologies, 2019, 24, 2391-2401.	3.5	13
4	Research trends in educational technology journals between 2000 and 2018: a web scraping study. Education and Information Technologies, 2022, 27, 5179-5214.	3.5	8
5	The Gamification Tool For The Classroom Response Systems: Kahoot. Hacettepe Egitim Dergisi, 2019, , 1-10.	0.2	2
6	Ã−ÄŸretmen Adaylarının Temel Bilgi Teknolojilerine Yönelik Görüşlerinin İncelenmesi. Abant İzzet E Üniversitesi Eğitim Fakültesi Dergisi, 2015, 15, .	Baysal 0:2	0