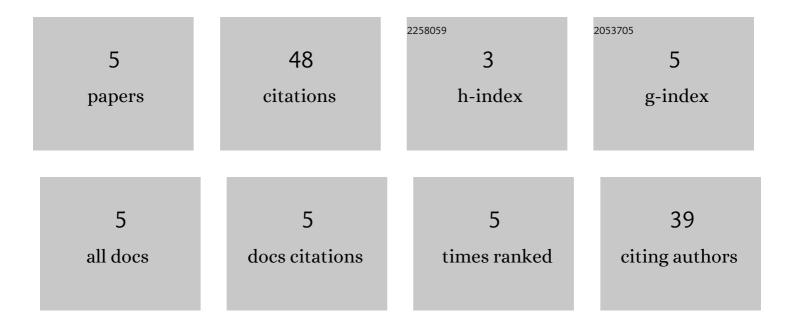
OndÅē[™]Javora

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/8371053/publications.pdf Version: 2024-02-01



#	Article	IF	CITATIONS
1	Is contextual animation needed in multimedia learning games for children? An eye tracker study. Journal of Computer Assisted Learning, 2021, 37, 305-318.	5.1	3
2	Customization in educational computer games and its effect on learning: Experimental study with primary school children. Journal of Computer Assisted Learning, 2021, 37, 1370-1382.	5.1	4
3	To solve or to observe? The case of problemâ€solving interactivity within child learning games. Journal of Computer Assisted Learning, 2020, 36, 981-996.	5.1	1
4	Anthropomorphisms in multimedia learning: Attract attention but do not enhance learning?. Journal of Computer Assisted Learning, 2019, 35, 555-568.	5.1	23
5	Children like it more but don't learn more: Effects of esthetic visual design in educational games. British Journal of Educational Technology, 2019, 50, 1942-1960.	6.3	17