

HÃ¼seyin Kutay TinÃ§

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8404034/publications.pdf>

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5
papers

1
citations

5
all docs

5
docs citations

5
times ranked

0
citing authors

#	ARTICLE	IF	CITATIONS
1	Using Gamification and Serious Games to Design a New Curriculum. , 2022, , 365-384.		0
2	The Impact of Human-Centered Design of Game Mechanics on Feelings of Belonging. Springer Series in Design and Innovation, 2021, , 167-177.	0.3	0
3	Using Mathematical Models in Game Design: A Survival Mechanics Case. Springer Series in Design and Innovation, 2021, , 157-166.	0.3	0
4	Asset-Based Extended Reality Model for Distance Learning. Springer Series in Design and Innovation, 2021, , 375-392.	0.3	1
5	Using Gamification and Serious Games to Design a New Curriculum. Advances in Higher Education and Professional Development Book Series, 2020, , 217-241.	0.2	0