

Mansureh Kebritchi

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9131851/publications.pdf>

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12
papers

1,497
citations

1040056

9
h-index

1199594

12
g-index

13
all docs

13
docs citations

13
times ranked

1227
citing authors

#	ARTICLE	IF	CITATIONS
1	Enhancing Critical Thinking Skills through Decision-Based Learning. Innovative Higher Education, 2022, 47, 711-734.	2.5	6
2	Influence of online computer games on the academic achievement of nontraditional undergraduate students. Cogent Education, 2018, 5, 1437671.	1.5	36
3	Issues and Challenges for Teaching Successful Online Courses in Higher Education. Journal of Educational Technology Systems, 2017, 46, 4-29.	5.8	467
4	Knowledge Based Artificial Augmentation Intelligence Technology: Next Step in Academic Instructional Tools for Distance Learning. TechTrends, 2017, 61, 494-506.	2.3	31
5	Scenario-based elearning and stem education: A qualitative study exploring the perspectives of educators. International Journal of Cognitive Research in Science, Engineering and Education, 2017, 5, 7-18.	0.4	11
6	A conceptual framework for evaluating higher education institutions. International Journal of Educational Management, 2016, 30, 989-1002.	1.5	25
7	Digital Badges and Micro-credentials: Digital Age Classroom Practices, Design Strategies, and Issues. , 2016, , 273-286.		7
8	Assessing the effectiveness of a 3â€ instructional game on improving mathematics achievement and motivation of middle school students. British Journal of Educational Technology, 2012, 43, 993-1003.	6.3	79
9	Factors affecting teachers' adoption of educational computer games: A case study. British Journal of Educational Technology, 2010, 41, 256-270.	6.3	97
10	The effects of modern mathematics computer games on mathematics achievement and class motivation. Computers and Education, 2010, 55, 427-443.	8.3	424
11	Analysis of the supporting websites for the use of instructional games in Kâ€12 settings. British Journal of Educational Technology, 2009, 40, 733-754.	6.3	10
12	Examining the pedagogical foundations of modern educational computer games. Computers and Education, 2008, 51, 1729-1743.	8.3	301