

# Gustav BÃg Petersen

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9143367/publications.pdf>

Version: 2024-02-01

7  
papers

673  
citations

1478505

6  
h-index

1872680

6  
g-index

7  
all docs

7  
docs citations

7  
times ranked

283  
citing authors

#	ARTICLE	IF	CITATIONS
1	A study of how immersion and interactivity drive VR learning. Computers and Education, 2022, 179, 104429.	8.3	79
2	The Cognitive Affective Model of Immersive Learning (CAMIL): a Theoretical Research-Based Model of Learning in Immersive Virtual Reality. Educational Psychology Review, 2021, 33, 937-958.	8.4	249
3	Pedagogical Agents in Educational VR: An in the Wild Study. , 2021, , .		21
4	Conducting Unsupervised Virtual Reality User Studies Online. Frontiers in Virtual Reality, 2021, 2, .	3.7	24
5	Can an immersive virtual reality simulation increase studentsâ€™ interest and career aspirations in science?. British Journal of Educational Technology, 2020, 51, 2079-2097.	6.3	72
6	The virtual field trip: Investigating how to optimize immersive virtual learning in climate change education. British Journal of Educational Technology, 2020, 51, 2099-2115.	6.3	88
7	Investigating the process of learning with desktop virtual reality: A structural equation modeling approach. Computers and Education, 2019, 134, 15-30.	8.3	140