

CITATION REPORT

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Cyber-Learning in Cyberworlds

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Journal of Cases on Information Technology, 2006, 8, 55-70.

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#	Paper	IF	Citations
17	Visual Haptic-Based Biomolecular Docking. 2008,		8
16	Use of three-dimensional (3-D) immersive virtual worlds in K-12 and higher education settings: A review of the research. <i>British Journal of Educational Technology</i> , 2010 , 41, 33-55	4.3	292
15	Interacting through avatars: Virtual worlds as a context for online education. <i>Computers and Education</i> , 2010 , 54, 1020-1027	9.5	116
14	. 2011,		12
13	Caring for Mobile Phone-Based Virtual Pets can Influence Youth Eating Behaviors. <i>Journal of Children and Media</i> , 2012 , 6, 83-99	1.9	36
12	Virtual Learning Environments in engineering and STEM education. 2013,		13
11	Evaluating virtual experiential learning in engineering. 2013,		1
10	Use of Web 2.0 technologies in K-12 and higher education: The search for evidence-based practice. <i>Educational Research Review</i> , 2013 , 9, 47-64	7.5	126
9	In-World Behaviors and Learning in a Virtual World. <i>International Journal of Virtual and Personal Learning Environments</i> , 2014 , 5, 17-28	0.8	
8	A Comparison of learning gains when using a 2D simulation tool versus a 3D virtual world: An experiment to find the right representation involving the Marginal Value Theorem. <i>Computers and Education</i> , 2015 , 86, 157-171	9.5	72
7	Designing for Learning Using Virtual Worlds. 2017 , 305-364		1
6	Using virtual worlds as a platform for collaborative meetings in healthcare: a feasibility study. <i>BMC Health Services Research</i> , 2020 , 20, 442	2.9	3
5	Healthcare Training Application: 3D First Aid Virtual Reality. 2021,		
4	Visual Haptic-Based Biomolecular Docking and Its Applications in E-Learning. <i>Lecture Notes in Computer Science</i> , 2009 , 105-118	0.9	7
3	The Potentials and Trends of Virtual Reality in Education. <i>Smart Computing and Intelligence</i> , 2017 , 105-130		30
2	Empirical Comparison of 3-D Virtual World and Face-to-Face Classroom for Higher Education. <i>Journal of Database Management</i> , 2012 , 23, 30-49	2.2	13
1	Design and Assessment of Virtual Learning Environments to Support STEM Learning for Autistic Students. 2020,		2

