Cyber-Learning in Cyberworlds

#	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. *British Journal of Educational Technology*, **2010**, 41, 33-55	4.3	292
15	Interacting through avatars: Virtual worlds as a context for online education. *Computers and Education*, **2010**, 54, 1020-1027	9.5	116
14	. **2011**,		12
13	Caring for Mobile Phone-Based Virtual Pets can Influence Youth Eating Behaviors. *Journal of Children and Media*, **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. *Educational Research Review*, **2013**, 9, 47-64	7.5	126
9	In-World Behaviors and Learning in a Virtual World. *International Journal of Virtual and Personal Learning Environments*, **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. *Computers and Education*, **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. *BMC Health Services Research*, **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. *Lecture Notes in Computer Science*, **2009**, 105-118	0.9	7
3	The Potentials and Trends of Virtual Reality in Education. *Smart Computing and Intelligence*, **2017**, 105-130		30
2	Empirical Comparison of 3-D Virtual World and Face-to-Face Classroom for Higher Education. *Journal of Database Management*, **2012**, 23, 30-49	2.2	13
1	Design and Assessment of Virtual Learning Environments to Support STEM Learning for Autistic Students. **2020**,		2