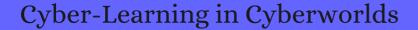
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#	Paper	IF	Citations
17	Visual Haptic-Based Biomolecular Docking. 2008 ,		8
16	Use of three-dimensional (3-D) immersive virtual worlds in K-12 and higher education settings: A review of the research. <i>British Journal of Educational Technology</i> , 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
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11	Evaluating virtual experiential learning in engineering. 2013,		1
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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	
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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
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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
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