

# CITATION REPORT

List of articles citing

Participatory design of learning media: Designing educational computer games with and for teenagers

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#	Paper	IF	Citations
50	How ID models help with game-based learning: an examination of the gentry model in a participatory design project. <i>Educational Media International</i> , <b>2011</b> , 48, 287-306	1.5	5
49	Child-centered interaction in the design of a game for social skills intervention. <i>Computers in Entertainment</i> , <b>2011</b> , 9, 1-17		23
48	Designing digital media for teen-aged apprentices. <b>2012</b> ,		11
47	Muse-based game design. <b>2012</b> ,		5
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43	Understanding teenagers' motivation in participatory design. <i>International Journal of Child-Computer Interaction</i> , <b>2013</b> , 1, 82-87	3.7	12
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40	Understanding and fostering children's storytelling during game narrative design. <b>2014</b> ,		6
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28	Theoretical Competence Model of Fashion Designers in Co-Designed Fashion Systems. <i>Fashion Practice</i> , <b>2018</b> , 10, 381-404	0.7	1
27	Towards a More Reflective Social Media Use Through Serious Games and Co-design. <i>Lecture Notes in Computer Science</i> , <b>2018</b> , 229-234	0.9	2
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22	The sustainability concept of Riau cultures through development of mathematics learning devices based on Riau folklore at elementary schools. <i>Journal of Physics: Conference Series</i> , <b>2020</b> , 1538, 012066	0.3	
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