

Technical Skills in Developing Augmented Reality Appli

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#	ARTICLE	IF	CITATIONS
1	From augmented reality to mixed reality. , 2012, , .		1
2	Virtuality Continuum's State of the Art. <i>Procedia Computer Science</i> , 2013, 25, 261-270.	1.2	10
3	Towards the Commodification of Augmented Reality: Tools and Platforms. <i>Human-computer Interaction Series</i> , 2013, , 63-72.	0.4	2
4	Design and Implementation of Augmented Reality for English Language Education. <i>Springer Series on Cultural Computing</i> , 2020, , 217-234.	0.4	18
5	Facilitating Complex Learning by Mobile Augmented Reality Learning Environments. <i>New Frontiers of Educational Research</i> , 2013, , 415-438.	0.4	21
7	Teacher's ICT Skills and Readiness of Integrating Augmented Reality in Education. , 2021, , .		1
8	Caribbean Metaverse Development: A Literature Review Perspective. , 2022, 2, 83-99.		6
9	TrainAR: An Open-Source Visual Scripting-Based Authoring Tool for Procedural Mobile Augmented Reality Trainings. <i>Information (Switzerland)</i> , 2023, 14, 219.	1.7	0
11	Examining the Correlations Between Teacher Profiling, ICT Skills, and the Readiness of Integrating Augmented Reality in Education. , 2023, , .		0