Our Princess Is in Another Castle

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Citation Report

#	Article	IF	Citations
1	Comments on â€œReflections on â€˜A Review of Trends in Serious Gamingâ€™â€• Review of Educational Research, 2012, 82, 296-299.	4.3	10
2	Examining the Influence of a Mobile Learning Intervention on Third Grade Math Achievement. Journal of Research on Technology in Education, 2012, 45, 61-82.	4.0	74
3	Reflections on â€œA Review of Trends in Serious Gamingâ€• Review of Educational Research, 2012, 82, 233-237.	4.3	44
4	Towards a Comprehensive Methodology for the Research and Evaluation of Serious Games. Procedia Computer Science, 2012, 15, 233-247.	1.2	68
5	Selection Criteria for Commercial Off-the-Shelf (COTS) Video Games for Language Learning. The IALLT Journal of Language Learning Technologies, 2012, 42, 52-78.	0.2	4
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8	Examining the effects of avatar customization and narrative on engagement and learning in video games. , 2013, , .		26
9	Studentsâ€™ and Teachersâ€™ Perceptions of Using Video Games to Enhance Science Instruction. Journal of Science Education and Technology, 2013, 22, 667-680.	2.4	41
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