

A systematic literature review of empirical evidence on

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Citation Report

#	ARTICLE	IF	CITATIONS
1	Learning Science Outside of School. , 0, , .		3
2	Design Criteria for Educational Tools to Overcome Mathematics Learning Difficulties. Procedia Computer Science, 2012, 15, 92-102.	1.2	14
3	Towards a Comprehensive Methodology for the Research and Evaluation of Serious Games. Procedia Computer Science, 2012, 15, 233-247.	1.2	68
4	Acceptance of game-based learning by secondary school teachers. Computers and Education, 2013, 67, 21-35.	5.1	218
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6	Gamifying learning experiences: Practical implications and outcomes. Computers and Education, 2013, 63, 380-392.	5.1	1,160
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8	The effectiveness of adaptive difficulty adjustments on students' motivation and learning in an educational computer game. Computers and Education, 2013, 69, 452-462.	5.1	104
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10	Digital game-based learning: Impact of instructions and feedback on motivation and learning effectiveness. Computers and Education, 2013, 67, 156-167.	5.1	372
11	Context awareness in WBANs: a survey on medical and non-medical applications. IEEE Wireless Communications, 2013, 20, 30-37.	6.6	94
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14	Serious games for health. Entertainment Computing, 2013, 4, 231-247.	1.8	211
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