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eLearning and eMaking: 3D Printing Blurring the Digital and the Physical

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50	eLearning: Exploring Digital Futures in the 21st Century. <i>Education Sciences</i> , 2014 , 4, 209-212	2.2	3
49	Industrial Design Digital Technology. <i>Procedia Technology</i> , 2015 , 20, 32-38		2
48	A pedagogical model for introducing 3D printing technology in a freshman level course based on a classic instructional design theory. 2015 ,		10
47	A project-problem based learning approach for appreciating ancient cultural heritage through technologies: Realizing mystical buildings in Dunhuang Mural. 2016 ,		1
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32	Evaluating the Use of Virtual Reality to Teach Introductory Concepts of Additive Manufacturing. Journal of Mechanical Design, Transactions of the ASME, 2020 , 142,	3	3
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26	Making Sense of 3D Modelling and 3D Printing Activities of Young People. 2021 ,		1
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