## Assessing Knowledge Retention of an Immersive Seriou Method in Aviation Safety

IEEE Transactions on Visualization and Computer Graphics 21, 529-538

DOI: 10.1109/tvcg.2015.2391853

**Citation Report** 

#	Article	IF	CITATIONS
1	Stress Detection Using Physiological Sensors. Computer, 2015, 48, 26-33.	1.2	66
2	Psychological response to an emergency in virtual reality: Effects of victim ethnicity and emergency type on helping behavior and navigation. Computers in Human Behavior, 2015, 48, 104-113.	5.1	70
3	Virtual Environments in Higher Education – Immersion as a Key Construct for Learning 4.0. International Journal of Advanced Corporate Learning, 2016, 9, 20.	0.5	30
4	Towards Measuring User Experience, Activation and Task Performance in Immersive Virtual Learning Environments for Students. Communications in Computer and Information Science, 2016, , 45-58.	0.4	23
5	A framework for 3D virtual game using MOODLE, SLOODLE and Open Simulator: Case Study: Training of house building data collecting by National Statistical Office (NSO), Government Agency, BPS — Statistics Indonesia. , 2016, , .		3
6	Immersivity and Playability Evaluation of a Game Experience in Cultural Heritage. Lecture Notes in Computer Science, 2016, , 814-824.	1.0	14
7	A VR serious game for fire evacuation drill with synchronized tele-collaboration among users. , 2016, ,		13
8	The game mechanics for skill summarizing in educational games. , 2016, , .		0
9	Designing Serious Games for Safety Education: "Learn to Brace―versus Traditional Pictorials for Aircraft Passengers. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 1527-1539.	2.9	38
10	Psychological and physiological responses to stressful situations in immersive virtual reality: Differences between users who practice mindfulness meditation and controls. Computers in Human Behavior, 2016, 59, 304-316.	5.1	48
11	Using Immersive Virtual Reality to Reduce Work Accidents in Developing Countries. IEEE Computer Graphics and Applications, 2016, 36, 36-46.	1.0	28
12	Passive and active navigation of virtual environments vs. traditional printed evacuation maps: A comparative evaluation in the aviation domain. International Journal of Human Computer Studies, 2016, 87, 92-105.	3.7	42
13	Mortality salience in virtual reality experiences and its effects on users' attitudes towards risk. International Journal of Human Computer Studies, 2017, 101, 10-22.	3.7	47
14	Earthquake Safety Training through Virtual Drills. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 1275-1284.	2.9	136
15	Evaluation of Internal and External Validity of a Virtual Environment for Learning a Long Procedure. International Journal of Human-Computer Interaction, 2017, 33, 786-798.	3.3	15
16	A comparative study of aviation safety briefing media: card, video, and video with interactive controls. Transportation Research Part C: Emerging Technologies, 2017, 85, 415-428.	3.9	11
17	Development and assessment of a tractor driving simulator with immersive virtual reality for training to avoid occupational hazards. Computers and Electronics in Agriculture, 2017, 143, 111-118.	3.7	26
18	Measuring the Learning Effectiveness of Serious Gaming for Training of Complex Manufacturing Tasks. Simulation and Gaming, 2017, 48, 770-790.	1.2	22

TION RE

		TATION REPORT	
#	Article	IF	CITATIONS
19	Serious Games for Psychotherapy: A Systematic Review. Games for Health Journal, 2017, 6, 127-135.	1.1	76
20	Success factors for serious games to enhance learning: a systematic review. Virtual Reality, 2017, 21, 31-58.	4.1	120
21	VR wildfire prevention. , 2017, , .		5
22	An Analysis of VR Technology Used in Immersive Simulations with a Serious Game Perspective. IEEE Computer Graphics and Applications, 2018, 38, 57-73.	1.0	74
23	Why model evacuee decision-making?. Safety Science, 2018, 110, 457-466.	2.6	16
24	Multisensory games-based learning - lessons learnt from olfactory enhancement of a digital board game. Multimedia Tools and Applications, 2018, 77, 21245-21263.	2.6	34
25	Effects of Different Types of Virtual Reality Display on Presence and Learning in a Safety Training Scenario. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 1063-1076.	2.9	272
26	Safety knowledge transfer through mobile virtual reality: A study of aviation life preserver donning. Safety Science, 2018, 102, 159-168.	2.6	79
27	A Framework to Design, Develop, and Evaluate Immersive and Collaborative Serious Games in Cultural Heritage. Journal on Computing and Cultural Heritage, 2018, 11, 1-22.	1.2	32
28	Salient features of an effective immersive non-collaborative virtual reality learning environment. , 2018, , .		10
29	Why Don't You Evacuate Speedily? Augmented Reality-based Evacuee Visualisation in ICT-based Evacuation Drill. , 2018, , .		4
30	Remote and Virtual Labs for Engineering Education 4.0. Procedia Manufacturing, 2018, 26, 1349-1360	0. 1.9	98
31	Evaluation of VR Movies on Rhythm, Montage and Saliency. , 2018, , .		0
32	Development of a VR prototype for enhancing earthquake evacuee safety. , 2018, , .		13
33	Teacher-Guided Educational VR: Assessment of Live and Prerecorded Teachers Guiding Virtual Field Trips. , 2018, , .		29
34	Correlating gamers' brainwaves to their subjective feelings in virtual reality games under different viewing perspectives. , 2018, , .		3
35	Prototyping virtual reality serious games for building earthquake preparedness: The Auckland City Hospital case study. Advanced Engineering Informatics, 2018, 38, 670-682.	4.0	133
36	Immersive virtual reality serious games for evacuation training and research: A systematic literature review. Computers and Education, 2018, 127, 252-266.	5.1	245

#	Article	IF	CITATIONS
37	Spatially Perturbed Collision Sounds Attenuate Perceived Causality in 3D Launching Events. , 2018, , .		3
38	Fire officer leadership strategies for cost management. Disaster Prevention and Management, 2018, 27, 495-507.	0.6	3
39	Effects of interface on procedural skill transfer in virtual training: Lifeboat launching operation study. Computer Animation and Virtual Worlds, 2018, 29, e1812.	0.7	22
40	Exploring the use of arcade game elements for attitude change: Two studies in the aviation safety domain. International Journal of Human Computer Studies, 2019, 127, 112-123.	3.7	24
41	Comparing immersive virtual reality and powerpoint as methods for delivering safety training: Impacts on risk perception, learning, and decision making. Safety Science, 2019, 111, 271-286.	2.6	110
42	Motivational and cognitive benefits of training in immersive virtual reality based on multiple assessments. Journal of Computer Assisted Learning, 2019, 35, 691-707.	3.3	225
43	Education 4.0: Lehren und Lernen in Mixed Reality. , 2019, , 453-463.		2
44	Investigating the effect of real-time multi-peer feedback with the use of a web-based polling software on e-learners' learning performance. Interactive Learning Environments, 2022, 30, 146-157.	4.4	5
45	Failure-enhanced evacuation training using a VR-based disaster simulator: A comparative experiment with simulated evacuees. Procedia Computer Science, 2019, 159, 1670-1679.	1.2	10
46	Aviation Risk Analysis: U-bowtie Model Based on Chance Theory. IEEE Access, 2019, 7, 86664-86677.	2.6	2
47	Enhanced Player Interaction Using Motion Controllers for First-Person Shooting Games in Virtual Reality. IEEE Access, 2019, 7, 124548-124557.	2.6	17
48	Grasping objects in immersive Virtual Reality. , 2019, , .		13
49	Development of Virtual Reality Serious Game for Underground Rock-Related Hazards Safety Training. IEEE Access, 2019, 7, 118639-118649.	2.6	51
50	iVRNote: Design, Creation and Evaluation of an Interactive Note-Taking Interface for Study and Reflection in VR Learning Environments. , 2019, , .		21
51	Serious games for industrial safety: An approach for developing resilience early warning indicators. Safety Science, 2019, 118, 316-331.	2.6	39
52	Investigating the effect of pre-training when learning through immersive virtual reality and video: A media and methods experiment. Computers and Education, 2019, 140, 103603.	5.1	228
53	Falls Sensei: a serious 3D exploration game to enable the detection of extrinsic home fall hazards for older adults. BMC Medical Informatics and Decision Making, 2019, 19, 85.	1.5	21
54	A Systematic Review of the Definition and Measurement of Engagement in Serious Games. , 2019, , .		41

#	Article	IF	CITATIONS
55	Investigating the process of learning with desktop virtual reality: A structural equation modeling approach. Computers and Education, 2019, 134, 15-30.	5.1	140
56	Research on 10kV Line Breaker Check Training System Based on Virtual Reality. , 2019, , .		1
57	A virtual reality role-playing serious game for experiential learning. Interactive Learning Environments, 2022, 30, 922-935.	4.4	44
58	Virtual lab for vocational education in Indonesia: A review of the literature. AIP Conference Proceedings, 2019, , .	0.3	8
59	Enhancing egress drills: Preparation and assessment of evacuee performance. Fire and Materials, 2019, 43, 613-631.	0.9	40
60	Advantages and limits of virtual reality in learning processes: Briviesca in the fifteenth century. Virtual Reality, 2020, 24, 151-161.	4.1	59
61	Interactive tools for safety 4.0: virtual ergonomics and serious games in real working contexts. Ergonomics, 2020, 63, 324-333.	1.1	19
62	A review of immersive virtual reality serious games to enhance learning and training. Multimedia Tools and Applications, 2020, 79, 5501-5527.	2.6	314
63	Effectiveness of immersive virtual reality using headâ€mounted displays on learning performance: A metaâ€analysis. British Journal of Educational Technology, 2020, 51, 1991-2005.	3.9	189
64	Investigating the effect of teaching as a generative learning strategy when learning through desktop and immersive VR: A media and methods experiment. British Journal of Educational Technology, 2020, 51, 2115-2138.	3.9	59
65	An Educational Experience to Raise Awareness About Space Debris. IEEE Access, 2020, 8, 85162-85178.	2.6	4
66	The Evaluation of Virtual Reality Fire Extinguisher Training. Frontiers in Psychology, 2020, 11, 593466.	1.1	28
67	Optimising the learning process with immersive virtual reality and non-immersive virtual reality in an educational environment. International Journal of Mobile Learning and Organisation, 2020, 14, 21.	0.2	14
68	The impact of multi-person virtual reality competitive learning on anatomy education: a randomized controlled study. BMC Medical Education, 2020, 20, 343.	1.0	15
69	Learning Safety Through Public Serious Games: A Study of "Prepare for Impact―on a Very Large, International Sample of Players. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 1573-1584.	2.9	10
70	Multimodal virtual environments: an opportunity to improve fire safety training?. Policy and Practice in Health and Safety, 2020, 18, 155-168.	0.5	2
71	On accident causation models, safety training and virtual reality. International Journal of Occupational Safety and Ergonomics, 2022, 28, 28-44.	1.1	10
72	Efficacy of Virtual Reality for Studying People's Pre-evacuation Behavior under Fire. International Journal of Human Computer Studies, 2020, 142, 102484.	3.7	68

#	Article	IF	CITATIONS
73	Codebook Co-Development to Understand Fidelity and Initiate Artificial Intelligence in Serious Games. International Journal of Game-Based Learning, 2020, 10, 37-53.	0.9	1
74	Playing with fire. Understanding how experiencing a fire in an immersive virtual environment affects prevention behavior. PLoS ONE, 2020, 15, e0229197.	1.1	8
75	Life Preservers: Concepts, Progress, and Challenges. International Journal of Aerospace Psychology, 2020, 30, 77-88.	1.1	10
76	Effectiveness of Virtual Versus Physical Training: The Case of Assembly Tasks, Trainer's Verbal Assistance, and Task Complexity. IEEE Computer Graphics and Applications, 2020, 40, 41-56.	1.0	22
78	Wired to Exit: Exploring the Effects of Wayfinding Affordances in Underground Facilities Using Virtual Reality. Simulation and Gaming, 2021, 52, 107-131.	1.2	11
79	The potential of 360-degree virtual reality videos to teach water-safety skills to children. Computers and Education, 2021, 163, 104096.	5.1	42
80	Instructional mechanisms in immersive virtual reality serious games: Earthquake emergency training for children. Journal of Computer Assisted Learning, 2021, 37, 542-556.	3.3	26
81	Design of a CAVE Immersive Visualization for : A Case Study of. Creativity in the Twenty First Century, 2021, , 35-48.	0.5	0
82	Long-term effectiveness of immersive VR simulations in undergraduate science learning: lessons from a media-comparison study. Research in Learning Technology, 0, 29, .	2.3	19
83	Perceptions of the use of virtual reality games for chemical engineering education and professional training. Higher Education Pedagogies, 2021, 6, 175-194.	2.1	27
84	Effectiveness of VR Head Mounted Displays in Professional Training: A Systematic Review. Technology, Knowledge and Learning, 2021, 26, 999-1041.	3.1	59
85	Immersive virtual reality as a competitive training strategy for the biopharma industry. Nature Biotechnology, 2021, 39, 116-119.	9.4	16
86	A Conceptual Model and Taxonomy for Collaborative Augmented Reality. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 5113-5133.	2.9	38
87	A Survey on Affective and Cognitive VR. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 5154-5171.	2.9	5
88	Haptic Perception, Mechanics, and Material Technologies for Virtual Reality. Advanced Functional Materials, 2021, 31, 2008186.	7.8	27
89	A Comparison of Procedural Safety Training in Three Conditions: Virtual Reality Headset, Smartphone, and Printed Materials. IEEE Transactions on Learning Technologies, 2021, 14, 1-15.	2.2	32
90	Virtual Morality: Using Virtual Reality to Study Moral Behavior in Extreme Accident Situations. , 2021, , ,		6
91	Prototyping and Validating a Non-immersive Virtual Reality Serious Game for Healthcare Fire Safety Training. Fire Technology, 2021, 57, 3041-3078.	1.5	34

#	Article	IF	CITATIONS
92	The Effectiveness of a Serious Game Versus Online Lectures for Improving Medical Students' Coronavirus Disease 2019 Knowledge. Games for Health Journal, 2021, 10, 139-144.	1.1	34
93	The Role of Virtual Spaces and Interactivity in Emergency Training. , 2021, , .		5
94	Remediating learning from non-immersive to immersive media: Using EEG to investigate the effects of environmental embeddedness on reading in Virtual Reality. Computers and Education, 2021, 164, 104122.	5.1	69
95	Co-design of mini games for learning computational thinking in an online environment. Education and Information Technologies, 2021, 26, 5815-5849.	3.5	28
96	Extended Reality (XR) in Virtual Laboratories: A Review of Challenges and Future Training Directions. Journal of Physics: Conference Series, 2021, 1874, 012031.	0.3	23
97	Active video games in fully immersive virtual reality elicit moderate-to-vigorous physical activity and improve cognitive performance in sedentary college students. Journal of Sport and Health Science, 2022, 11, 164-171.	3.3	25
98	Designing "Safer Water.―A Virtual Reality Tool for the Safety and the Psychological Well-Being of Citizens Exposed to the Risk of Natural Disasters. Frontiers in Psychology, 2021, 12, 674171.	1.1	8
99	A comparative study on the effects of a VR and PC visual novel game on vocabulary learning. Computer Assisted Language Learning, 2023, 36, 312-345.	4.8	26
100	"lt's Like I'm Really There― Using VR Experiences for STEM Career Development. Journal of Science Education and Technology, 2021, 30, 877-888.	2.4	9
101	Nursing students' views of using virtual reality in healthcare: A qualitative study. Journal of Clinical Nursing, 2022, 31, 1228-1242.	1.4	31
102	Gamification and Hazard Communication in Virtual Reality: A Qualitative Study. Sensors, 2021, 21, 4663.	2.1	18
103	Effectiveness of Serious Games for Safety Training: A Mixed Method Study. Journal of Construction Engineering and Management - ASCE, 2021, 147, .	2.0	17
104	Investigating the redundancy principle in immersive virtual reality environments: An eyeâ€ŧracking and <scp>EEG</scp> study. Journal of Computer Assisted Learning, 2022, 38, 120-136.	3.3	24
105	Improving post-earthquake evacuation preparedness for deaf and hard of hearing children: A conceptual framework. International Journal of Disaster Risk Reduction, 2021, 62, 102360.	1.8	10
106	Towards the adoption of virtual reality training systems for the self-tuition of industrial robot operators: A case study at KUKA. Computers in Industry, 2021, 129, 103446.	5.7	32
107	Organizational Challenges of Development and Implementation of Virtual Reality Solution for Industrial Operation. Frontiers in Psychology, 2021, 12, 704723.	1.1	1
108	Exploiting VR and AR Technologies in Education and Training to Inclusive Robotics. Studies in Computational Intelligence, 2021, , 115-126.	0.7	0
109	A Virtual Reality Framework for Training Incident First Responders and Digital Forensic Investigators. Lecture Notes in Computer Science, 2019, , 469-480.	1.0	12

#	Article		CITATIONS
110	Experience Analysis for the Use of Desafiate Serious Game for the Self-assessment of Students. Communications in Computer and Information Science, 2020, , 110-123.	0.4	1
112	Interactive Tools for Safety 4.0: Virtual Ergonomics and Serious Games in Tower Automotive. Advances in Intelligent Systems and Computing, 2019, , 270-280.	0.5	5
113	Mobile Virtual Reality: A Promising Technology to Change the Way We Learn and Teach. Perspectives on Rethinking and Reforming Education, 2018, , 95-106.	0.1	23
114	Comparing the effectiveness of fire extinguisher virtual reality and video training. Virtual Reality, 2021, 25, 133-145.	4.1	69
115	Investigating Representation of Text and Audio in Educational VR using Learning Outcomes and EEG. , 2020, , .		39
116	Exploring the trends of educational virtual reality games: a systematic review of empirical studies. Smart Learning Environments, 2020, 7, .	4.3	42
117	Effect of Virtual Reality Training for the Enclosed Space Entry. Journal of the Korean Society of Marine Environment and Safety, 2018, 24, 232-237.	0.1	9
118	Evaluating Tutorial-Based Instructions for Controllers in Virtual Reality Games. Proceedings of the ACM on Human-Computer Interaction, 2021, 5, 1-28.	2.5	18
119	The effects of VR in training simulators: Exploring perception and knowledge gain. Computers and Graphics, 2022, 102, 402-412.	1.4	5
121	Design Learning for Inclusion in Virtual World Through Cognitive Enhancement and the Feuerstein MLE's Perspective. Advances in Game-based Learning Book Series, 2017, , 181-199.	0.2	0
122	Intelligent Behaviors of Virtual Characters in Serious Games for Child Safety Education. , 2017, , 289-306.		0
123	Approach of Virtual Experience for Learning about Doppler Effect using Head-mounted Display and Velocity-based Control Interface. Transactions of Japan Society of Kansei Engineering, 2017, 16, 379-386.	0.1	0
124	Information Presentation Methods in Virtual Reality. , 2018, , 1-4.		0
125	DataViz: visualization of high-dimensional data in virtual reality. F1000Research, 0, 7, 1687.	0.8	0
126	Safety Training Through Educational Online Computer Games on Crowd Evacuations?. , 2019, , 187-194.		0
127	Training Model of Safe Escape From Fire Based On Virtual Reality. , 2019, , .		1
128	Virtual Reality vs Pancake Environments: A Comparison of Interaction on Immersive and Traditional Screens. Lecture Notes in Computer Science, 2020, , 114-129.	1.0	1
129	Is virtual classroom a window into future during COVID-19? A comparative study of undergraduate and postgraduate university students in India. International Journal of Virtual and Personal Learning Environments, 2022, 12, 0-0.	0.4	0

#	Article	IF	CITATIONS
130	Exploring the Effects of Immersive Virtual Reality on Learning Outcomes: A Two-Path Model. Lecture Notes in Computer Science, 2020, , 86-105.	1.0	4
131	Integrating Virtual Reality in a Lab Based Learning Environment. Lecture Notes in Computer Science, 2020, , 99-114.	1.0	2
132	Comparative Experiments on Simulated Tornado Experience via Virtual Reality and Augmented Reality. The Journal of Information and Systems in Education, 2020, 19, 21-31.	0.4	2
133	Evaluating the Need and Effect of an Audience in a Virtual Reality Presentation Training Tool. Communications in Computer and Information Science, 2020, , 62-70.	0.4	5
135	An Evaluation of Game Usability in Shared Mixed and Virtual Environments. , 0, , .		1
136	Teaching Disaster Medicine With a Novel Game-Based Computer Application: A Case Study at Sichuan University. Disaster Medicine and Public Health Preparedness, 2022, 16, 548-554.	0.7	6
138	Investigating hazard recognition in augmented virtuality for personalized feedback in construction safety education and training. Advanced Engineering Informatics, 2022, 51, 101469.	4.0	43
139	«ÂI know what you mean»: Investigating the sense of agency in learning an abstract mathematical knowledge using aÂconstructivist method in virtual reality. Annee Psychologique, 2021, Vol. 121, 443-487.	0.2	1
141	Design, Implementation, and Evaluation of an Immersive Virtual Reality-Based Educational Game for Learning Topology Relations at Schools: A Case Study. Sustainability, 2021, 13, 13066.	1.6	7
142	Improving Nursing Students' COVID-19 Knowledge Using a Serious Game. CIN - Computers Informatics Nursing, 2021, Publish Ahead of Print, .	0.3	2
143	The Immersion Principle in Multimedia Learning. , 2021, , 296-303.		10
145	Interaction patterns and blended learning activities using the Moodle platform during a pandemic in vocational high school. AIP Conference Proceedings, 2021, , .	0.3	0
147	Prototyping and Testing a Virtual Reality Counterterrorism Serious Game for Active Shooting. SSRN Electronic Journal, 0, , .	0.4	0
148	Developing Immersion Virtual Reality for Supporting the Students to Learn Concepts of Starry Sky Unit. , 2020, , .		1
149	The Effect of Virtual Reality on Knowledge Transfer and Retention in Collaborative Group-Based Learning for Neuroanatomy Students. , 2020, , .		8
150	Investigating the effect of imikode virtual reality game in enhancing object oriented programming concepts among university students in Nigeria. Education and Information Technologies, 2022, 27, 6819-6845.	3.5	2
151	Development and validation of a confined space rescue training prototype based on an immersive virtual reality serious game. Advanced Engineering Informatics, 2022, 51, 101520.	4.0	6
152	Mathematical Algorithm for Risk Assessment of Police Officer in VR Training Simulation. Applied Sciences (Switzerland), 2022, 12, 2169.	1.3	4

#	Article	IF	CITATIONS
153	The Effects of Sequencing Strategies in Teaching Methods on Nursing Students' Knowledge Acquisition and Knowledge Retention. Healthcare (Switzerland), 2022, 10, 430.	1.0	0
154	An empirical framework for developing and evaluating a Virtual Assembly Training System in learning factories. Interactive Learning Environments, 2023, 31, 6428-6444.	4.4	2
155	Playing during a crisis: The impact of commercial video games on the reconfiguration of people's life during the COVID-19 pandemic. Human-Computer Interaction, 0, , 1-42.	3.1	20
156	XR-LIVE: Enhancing Asynchronous Shared-Space Demonstrations with Spatial-temporal Assistive Toolsets for Effective Learning in Immersive Virtual Laboratories. Proceedings of the ACM on Human-Computer Interaction, 2022, 6, 1-23.	2.5	16
157	Serious Gaming for Behaviour Change: A Systematic Review. Information (Switzerland), 2022, 13, 142.	1.7	17
158	Playing it safe: A literature review and research agenda on motivational technologies in transportation safety. Reliability Engineering and System Safety, 2022, 223, 108514.	5.1	11
159	VR Neuro Game: a Virtual Reality Game to Support Neuroanatomy Teaching and Learning. Journal on Interactive Systems, 2021, 12, 253-268.	0.5	1
160	Investigating the value of immersive virtual reality tools for organizational training: An applied international study in the biotech industry. Journal of Computer Assisted Learning, 2022, 38, 470-487.	3.3	19
161	Longitudinal Effects in the Effectiveness of Educational Virtual Field Trips. Journal of Educational Computing Research, 2022, 60, 1008-1034.	3.6	12
162	Design, Development, and Evaluation of a Virtual Reality Serious Game for School Fire Preparedness Training. Education Sciences, 2022, 12, 281.	1.4	18
163	How Immersion and Self-Avatars in VR Affect Learning Programming and Computational Thinking in Middle School Education. IEEE Transactions on Visualization and Computer Graphics, 2023, 29, 3698-3713.	2.9	7
164	Virtual reality enhances safety training in the maritime industry: An organizational training experiment with a <scp>nonâ€WEIRD</scp> sample. Journal of Computer Assisted Learning, 2022, 38, 1127-1140.	3.3	11
165	Towards a Virtual Reality Math Game for Learning In Schools - A User Study. , 2022, , .		1
166	AirRes Mask: A Precise and Robust Virtual Reality Breathing Interface Utilizing Breathing Resistance as Output Modality. , 2022, , .		6
167	Immersive Virtual Reality Serious Games With DL-Assisted Learning in High-Rise Fire Evacuation on Fire Safety Training and Research. Frontiers in Psychology, 2022, 13, .	1.1	2
168	Gamification of virtual reality assembly training: Effects of a combined point and level system on motivation and training results. International Journal of Human Computer Studies, 2022, 165, 102854.	3.7	17
169	Escaping the cell: virtual reality escape rooms in biology education. Behaviour and Information Technology, 2023, 42, 1434-1451.	2.5	19
170	Exploring spiral narratives with immediate feedback in immersive virtual reality serious games for earthquake emergency training. Multimedia Tools and Applications, 2023, 82, 125-147	2.6	8

#	Article	IF	CITATIONS
172	Game-based training in critical infrastructure protection and resilience. International Journal of Disaster Risk Reduction, 2022, 78, 103109.	1.8	6
173	A Contemporary Research on Learners' Expectations. International Journal of Game-Based Learning, 2022, 12, 1-22.	0.9	3
174	Mediating Mindfulness-Based Interventions with Virtual Reality in Non-Clinical Populations: The State-of-the-Art. Healthcare (Switzerland), 2022, 10, 1220.	1.0	9
175	Remote iVR for Nutrition Education: From Design to Evaluation. Frontiers in Computer Science, 0, 4, .	1.7	1
176	Immersive virtual reality in STEM: is IVR an effective learning medium and does adding self-explanation after a lesson improve learning outcomes?. Educational Technology Research and Development, 0, , .	2.0	14
177	Immersive and participatory serious games for heritage education, applied to the cultural heritage of South Tyrol. , 2019, , 42-67.		7
178	Application of Virtual Reality Method in Aircraft Maintenance Service—Taking Dornier 228 as an Example. Applied Sciences (Switzerland), 2022, 12, 7283.	1.3	7
179	A virtual reality classroom to teach and explore crystal solid state structures. Multimedia Tools and Applications, 2023, 82, 6993-7016.	2.6	5
180	Gamification Intensity in Web-Based Virtual Training Environments and Its Effect on Learning. IEEE Transactions on Learning Technologies, 2023, 16, 603-618.	2.2	1
181	Virtual Reality Games for Children with ADHD in Formal Education. Lecture Notes in Computer Science, 2022, , 211-220.	1.0	2
182	Characterizing Physiological Responses to Fear, Frustration, and Insight in Virtual Reality. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 3917-3927.	2.9	4
183	Development of a Parametric Scene Editor of Serious Games for Safety in Workplaces. Lecture Notes in Mechanical Engineering, 2023, , 1448-1459.	0.3	0
184	Investigating the effects of low-cost head-mounted display based virtual reality environments on learning and presence. Multimedia Tools and Applications, 2023, 82, 14307-14327.	2.6	2
185	Prototyping and testing a virtual reality counterterrorism serious game for active shooting. International Journal of Disaster Risk Reduction, 2022, 82, 103283.	1.8	6
186	Design of 3D Virtual Reality in the Metaverse for Environmental Conservation Education Based on Cognitive Theory. Sensors, 2022, 22, 8329.	2.1	14
187	The Arrival of the Metaverse in Neurorehabilitation: Fact, Fake or Vision?. Biomedicines, 2022, 10, 2602.	1.4	21
188	A Mixed-Methods Study of Cultural Heritage Learning through Playing a Serious Game. International Journal of Human-Computer Interaction, 0, , 1-12.	3.3	1
189	Effects of enactment in virtual reality: a comparative experiment on memory for action. Virtual Reality, 0, , .	4.1	2

#	Article	IF	CITATIONS
190	Risk Assessment of the Operation of Aviation Maintenance Personnel Trained on Virtual Reality Simulators. Transport and Telecommunication, 2022, 23, 320-333.	0.7	3
191	Effects of Virtual Reality on School Students' Learning in Safety Education: A Meta-analysis. Communications in Computer and Information Science, 2022, , 130-137.	0.4	0
192	Codebook Co-Development to Understand Fidelity and Initiate Artificial Intelligence in Serious Games. , 2022, , 240-257.		0
193	The promise of the metaverse in mental health: the new era of MEDverse. Heliyon, 2022, 8, e11762.	1.4	34
194	Prototyping an immersive virtual reality training system for urban-scale evacuation using 360-degree panoramas. IOP Conference Series: Earth and Environmental Science, 2022, 1101, 022037.	0.2	0
195	A New Measure for Serious Games Evaluation: Gaming Educational Balanced (GEB) Model. Applied Sciences (Switzerland), 2022, 12, 11757.	1.3	6
196	A scoping review and bibliometric analysis of methods for fire evacuation training in buildings. Fire Safety Journal, 2023, 136, 103742.	1.4	12
197	DIJS: Methodology for the Design and Development of Digital Educational Serious Games. IEEE Transactions on Games, 2023, 15, 273-284.	1.2	1
198	Game on: immersive virtual laboratory simulation improves student learning outcomes & motivation. FEBS Open Bio, 2023, 13, 396-407.	1.0	2
199	Immersive virtual reality training for excavation safety and hazard identification. Smart and Sustainable Built Environment, 2023, ahead-of-print, .	2.2	4
200	Evaluating the preliminary effectiveness of industrial virtual reality safety training for ozone generator isolation procedure. Safety Science, 2023, 163, 106125.	2.6	2
201	Serious Games in Digital Gaming: A Comprehensive Review of Applications, Game Engines and Advancements. WSEAS Transactions on Computer Research, 2023, 11, 10-22.	0.3	2
202	Be prepared: How training and emergency type affect evacuation behaviour. Journal of Computer Assisted Learning, 2023, 39, 1493-1509.	3.3	1
203	Who Do We Mean When We Talk About Visualization Novices?. , 2023, , .		3
204	Effectiveness of VR-based training on improving occupants' response and preparedness for active shooter incidents. Safety Science, 2023, 164, 106175.	2.6	3
210	Impact of Artificial and Physical Locomotion Techniques on Cybersickness, Usability, Immersion. , 2023, , .		1
211	Using Virtual Reality to Evaluate the Effect of the Degree of Presence on Human Working Memory Performance. Lecture Notes in Computer Science, 2023, , 120-130.	1.0	0
213	Exploring the Use of Immersive Virtual Reality Games in a Formal School Environment. Lecture Notes in Computer Science, 2023, , 22-35.	1.0	0

		CITATION	N REPORT	
#	Article		IF	CITATIONS
215	Developing Virtual Labs for Engineering Education: Lessons from Leveling Experiment.	, 2023, , 96-103.		0
221	Transforming Learning Experiences Through Affordances of Virtual and Augmented Re Media and Social Effects, 2023, , 109-165.	ality. Gaming	0.7	0
222	Wearable Technology as Game Input for Active Exergames. , 2023, , .			0
230	Developing a Remote Teaching Approach for Practical Training of Vocational Students in Networks and Systems, 2023, , 331-339.	Lecture Notes	0.5	0
231	Integrated Blended Learning Approach forÂPLC Training inÂIndustry 4.0 withÂWeb-Ba Experiences. Lecture Notes in Networks and Systems, 2023, , 397-406.	ed andÂVR	0.5	0
232	A Systematic Review of Perceptions Regarding Educational Video Games Held by Stud Administrators, Teachers, and Parents. , 2023, , .	ents,		0
233	Information Presentation Methods in Virtual Reality. , 2024, , 958-961.			0
235	Big Data Analysis Design for Secondary Development in X-Plane 11 Based on Virtual Re 2023, , .	ality Platform. ,		0
238	Development of virtual reality fire extinguisher game for safety training. AIP Conference 2023, , .	e Proceedings,	0.3	0