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Impact of contextuality on mobile learning acceptance

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Interactive Technology and Smart Education, 2016, 13, 107-12

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#	Paper	IF	Citations
26	Examining EFL teachers' technological pedagogical content knowledge and the adoption of mobile-assisted language learning: a partial least square approach. <i>Computer Assisted Language Learning</i> , 2016 , 29, 1287-1297	2.9	52
25	Acceptance and usage of mobile assisted language learning by higher education students. <i>Journal of Computing in Higher Education</i> , 2018 , 30, 426-451	3.5	51
24	Creative interaction in social networks: Multi-synchronous language learning environments. <i>Education and Information Technologies</i> , 2018 , 23, 2053-2071	3.6	13
23	Mobile-based collaborative learning in the fitness center: A case study on the development of English listening comprehension with a context-aware application. <i>British Journal of Educational Technology</i> , 2018 , 49, 305-320	4.3	46
22	Modelling the Learner's Perspectives on Mobile Learning in Higher Education. 2018 ,		1
21	Employees' Acceptance of E-Newsletters for Organisational Information Transfer. <i>Communicatio</i> , 2018 , 44, 88-112	0.3	0
20	Technology Acceptance Model in M-learning context: A systematic review. <i>Computers and Education</i> , 2018 , 125, 389-412	9.5	176
19	We got this: Fostering topic and technology-related emotional engagement and queer history knowledge with a mobile app. <i>Contemporary Educational Psychology</i> , 2019 , 59, 101790	5.6	9
18	Do knowledge acquisition and knowledge sharing really affect e-learning adoption? An empirical study. <i>Education and Information Technologies</i> , 2020 , 25, 1983-1998	3.6	44
17	Exploring the factors influencing student's intention to use mobile learning in Indonesia higher education. <i>Education and Information Technologies</i> , 2020 , 25, 4781-4796	3.6	11
16	Towards a conceptual model for examining the impact of knowledge management factors on mobile learning acceptance. <i>Technology in Society</i> , 2020 , 61, 101247	6.3	52
15	Is M-learning acceptance influenced by knowledge acquisition and knowledge sharing in developing countries?. <i>Education and Information Technologies</i> , 2021 , 26, 2585-2606	3.6	8
14	Mobile-assisted and gamification-based language learning: a systematic literature review. <i>PeerJ Computer Science</i> , 2021 , 7, e496	2.7	8
13	Self-directed learning of core vocabulary in English by EFL learners: comparing the outcomes from paper and mobile application flashcards. <i>Journal of Computers in Education</i> , 1	3	1
12	Comparison of e-Learning, m-Learning, and Game-Based Learning Applications for Introductory Programming Courses: An Empirical Evaluation Using the TAM. <i>Studies in Systems, Decision and Control</i> , 2021 , 293-309	0.8	1
11	Effect of an m-Learning English Speaking Software App on Students in the Chiang Rai Municipality Schools 6 and 7 in Thailand. <i>International Journal for Innovation Education and Research</i> , 2016 , 4, 82-100	0.1	1
10	Determinants of Mobile Learning Adoption in Higher Education Setting. <i>Asian Journal of Scientific Research</i> , 2017 , 10, 60-69	0.3	5

