

CITATION REPORT

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Augmented reality, the future of contextual mobile learning

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35	Corporate Digital Learning [Proposal of Learning Analytics Model. <i>Advances in Intelligent Systems and Computing</i> , 2018 , 1016-1025	0.4	3
34	Information literacy and learners' satisfaction. <i>Information and Learning Science</i> , 2018 , 119, 618-634	3.3	3
33	4D Augmented City Models, Photogrammetric Creation and Dissemination. <i>Communications in Computer and Information Science</i> , 2018 , 196-212	0.3	7
32	Impact of digital content on young children's reading interest and concentration for books. <i>Behaviour and Information Technology</i> , 2019 , 38, 1-8	2.4	16
31	An experiential view to children learning in museums with Augmented Reality. <i>Museum Management and Curatorship</i> , 2019 , 34, 402-418	1.3	22
30	Augmented reality for cultural heritage education. 2019 ,		1
29	Augmented Reality in Warehouse Operations: Possibilities and Dynamics in Sri Lankan Context. 2019 ,		1
28	Digital learning: Developing skills for digital transformation of organizations. <i>Future Generation Computer Systems</i> , 2019 , 91, 327-334	7.5	75
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26	Learning Analytics Measuring Impacts on Organisational Performance. <i>Journal of Grid Computing</i> , 2020 , 18, 563-571	4.2	2
25	The Potential Educational Value of Mobile Augmented Reality Games: The Case of EduPARK App. <i>Education Sciences</i> , 2020 , 10, 287	2.2	5
24	Distance Learning Perceptions from Higher Education Students - The Case of Portugal. <i>Education Sciences</i> , 2020 , 10, 374	2.2	22
23	. <i>IEEE Access</i> , 2020 , 8, 122314-122331	3.5	0
22	A Comparison of the Effects of Augmented Reality N-Back Training and Traditional Two-Dimensional N-Back Training on Working Memory. <i>SAGE Open</i> , 2021 , 11, 215824402110145	1.5	1
21	Potential use of Augmented Reality in pre-contract design communication in construction projects. <i>Intelligent Buildings International</i> , 1-18	1.7	0
20	Augmented Reality in Education: An Overview of Twenty-Five Years of Research. <i>Contemporary Educational Technology</i> , 2021 , 13, ep302	2.4	10
19	Advancements in augmented reality. <i>Materials Today: Proceedings</i> , 2021 ,	1.4	2

18	Towards modeling of human skilling for electrical circuitry using augmented reality applications. <i>International Journal of Educational Technology in Higher Education</i> , 2021 , 18,	6.3	0
17	Research landscape of smart education: a bibliometric analysis. <i>Interactive Technology and Smart Education</i> , 2021 , ahead-of-print,	2.4	3
16	Guidelines for Teacher Training in Mobile Augmented Reality Games: Hearing the Teachers' Voices. <i>Education Sciences</i> , 2021 , 11, 597	2.2	1
15	The Promising Roles of Augmented Reality in Educational Setting: A Review of the Literature. <i>International Journal of Educational Methodology</i> , 2018 , 4,	1.5	10
14	Immersion Experiences in a Tablet-Based Markerless Augmented Reality Working Memory Game: Randomized Controlled Trial and User Experience Study (Preprint).		
13	Immersion Experiences in a Tablet-Based Markerless Augmented Reality Working Memory Game: Randomized Controlled Trial and User Experience Study. <i>JMIR Serious Games</i> , 2021 , 9, e27036	3.4	
12	The Fourth Industrial Revolution and an Improvement Plan for Learning and Teaching Methods of the Moral Education in the Elementary Schools. <i>Korean Elementary Moral Education Society</i> , 2017 , null, 27-52	0	
11	Application of Augmented Reality (AR) Technology in Low-Voltage Line Interruption Training and Power Grid Emergency Training. <i>Journal of Physics: Conference Series</i> , 2021 , 2074, 012094	0.3	
10	A systematic review of augmented reality in chemistry education. <i>Review of Education</i> , 2022 , 10,	0.9	3
9	AREDAPPS: Mobile Augmented Reality Development and Learning Framework Based on Augmented Reality Technology for Engineering Drawing Course. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2022 , 322-335	0.2	1
8	Metrics and Indicators of Online Learning in Higher Education. <i>Lecture Notes in Networks and Systems</i> , 2022 , 719-729	0.5	
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4	Implementation of augmented reality technology-based learning media in molecular hybridization concept. 2023 ,		0
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