

CITATION REPORT

List of articles citing

Game-based learning and gamification in initial teacher training in the social sciences: an experiment with MinecraftEdu

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International Journal of Educational Technology in Higher Education, 2016, 13, .

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#	Paper	IF	Citations
80	The effect of games and simulations on higher education: a systematic literature review. <i>International Journal of Educational Technology in Higher Education</i> , 2017 , 14,	6.3	140
79	A quantitative approach to pre-service primary school teachers' attitudes towards collaborative learning with video games: previous experience with video games can make the difference. <i>International Journal of Educational Technology in Higher Education</i> , 2017 , 14,	6.3	13
78	Programaci3n visual por bloques en Educaci3n Primaria: Aprendiendo y creando contenidos en Ciencias Sociales. <i>Revista Complutense De Educacion</i> , 2017 , 28, 409-426	0.9	6
77	An Engaging Gamified Learning Mobile App for Microenterprises. 2018 ,		
76	Specification and evaluation of an assessment engine for educational games: Empowering educators with an assessment editor and a learning analytics dashboard. <i>Entertainment Computing</i> , 2018 , 27, 209-224	1.9	6
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56	Active teachers' perceptions on the most suitable resources for teaching history. <i>Humanities and Social Sciences Communications</i> , 2021 , 8,	2.8	1
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