

CITATION REPORT

List of articles citing

Teaching Technology Integration to K-12 Educators: A Gamified Approach

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#	Paper	IF	Citations
19	Studies of student engagement in gamified online discussions. <i>Computers and Education</i> , 2017 , 115, 126-142	3.42	67
18	Investigating Learners' Technology Engagement - A Perspective From Ubiquitous Game-Based Learning in Smart Campus. <i>IEEE Access</i> , 2018 , 6, 10279-10287	3.5	29
17	Educational Functions and Design of Badge Systems: A Conceptual Literature Review. <i>IEEE Transactions on Learning Technologies</i> , 2018 , 11, 536-544	4	6
16	An exploratory study of student engagement in gamified online discussions. <i>Computers and Education</i> , 2018 , 120, 213-226	9.5	59
15	Factors influencing the adoption of education gamification within Abu Dhabi/UAE higher education institutions. 2018 ,		
14	Digital Badges for Motivating Introductory Programmers: Qualitative Findings from Focus Groups. 2018 ,		1
13	Gamification in Management Education: A Systematic Literature Review. <i>BAR - Brazilian Administration Review</i> , 2019 , 16,	0.9	16
12	Design of gamified asynchronous online discussions. <i>Technology, Pedagogy and Education</i> , 2020 , 29, 631-647	1.47	3
11	Extra-Curricular Activities. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , 2021 , 102-119	0.3	
10	Using a Community of Inquiry Lens to Examine Synchronous Online Discussions in Graduate Courses. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , 2020 , 229-262	0.3	1
9	Benci Merkezli Benme Ortamlarında Oyunlařmanın Alternatif Deřlendirme Amađı Kullanımına Bartın Üniversitesi Eğitim Fakültesi Dergisi, 1227-1248	0.1	3
8	Adaptation of Modified Gamification User Types Scale into Turkish. <i>Contemporary Educational Technology</i> , 2020 , 12,	2.4	1
7	Player/User Types for Gamification. <i>Advances in Business Strategy and Competitive Advantage Book Series</i> , 2022 , 62-85	0.3	0
6	Models of Instructional Design in Gamification: A Systematic Review of the Literature. <i>Education Sciences</i> , 2022 , 12, 44	2.2	0
5	Effect of Gamified Mobile Applications and the Role of Player Types on the Achievement of Students. <i>Journal of Educational Computing Research</i> , 073563312110656	3.8	0
4	To Use or Not to Use: Impact of Personality on the Intention of Using Gamified Learning Environments. <i>Electronics (Switzerland)</i> , 2022 , 11, 1907	2.6	0
3	A Conceptual Model for Implementing Gamification in Education and Its Impact on Academic Performance. <i>Lecture Notes in Networks and Systems</i> , 2023 , 765-775	0.5	

2 Ready Player One: Gamification of a Criminal Justice Course. 1-25 ○

1 Internet Gaming Disorder and Its Relationships With Student Engagement and Academic Performance. **2022**, 1704-1720 ○