

An update to the systematic literature review of empirical outcomes of computer games and serious games

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Citation Report

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1	The "reorganization" as an interdisciplinary learning zone. <i>Learning Organization</i> , 2012, 19, 121-133.	0.7	15
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7	Exploring the Value of Simulations in Plant Health in the Developing World. <i>Lecture Notes in Computer Science</i> , 2016, , 153-162.	1.0	1
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27	Computer-based technology and student engagement: a critical review of the literature. International Journal of Educational Technology in Higher Education, 2017, 14, .	4.5	154
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