

Digital Games, Design, and Learning

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Citation Report

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1	Meta-analysis and Pedagogy. , 0, , 77-100.		0
2	Effects of spaced versus massed training in function learning.. Journal of Experimental Psychology: Learning Memory and Cognition, 2013, 39, 1417-1432.	0.9	24
3	Commentary: Deep analysis of epistemic frames and passive participants around argumentation and learning in informal learning spaces. Computers in Human Behavior, 2015, 53, 617-620.	8.5	3
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5	Digital Games as Multirepresentational Environments for Science Learning: Implications for Theory, Research, and Design. Educational Psychologist, 2015, 50, 284-312.	9.0	13
6	Designing to support critical engagement with statistics. ZDM - International Journal on Mathematics Education, 2015, 47, 933-946.	2.2	8
7	Learning to Deflect: Conceptual Change in Physics During Digital Game Play. Journal of the Learning Sciences, 2015, 24, 638-674.	2.9	27
8	Exploring Issues of Implementation, Equity, and Student Achievement With Educational Software in the DC Public Schools. AERA Open, 2016, 2, 233285841666772.	2.1	5
9	Using board game design and animation creation for assessment “ A case study in a subject of information systems audit and control. , 2016, , .		5
10	Self-explanation and digital games: Adaptively increasing abstraction. Computers and Education, 2016, 103, 28-43.	8.3	26
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13	Enhancing emergency care in low-income countries using mobile technology-based training tools. Archives of Disease in Childhood, 2016, 101, 1149-1152.	1.9	21
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18	The effect of surprising events in a serious game on learning mathematics. British Journal of Educational Technology, 2017, 48, 860-877.	6.3	18
19	The effects of a bike active video game on players' physical activity and motivation. Journal of Sport and Health Science, 2017, 6, 25-32.	6.5	52

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21	Using multi-channel data with multi-level modeling to assess in-game performance during gameplay with Crystal Island. Computers in Human Behavior, 2017, 76, 641-655.	8.5	53
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