

# 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.	0.7	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.	5.1	3
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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.	3.3	52

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