Virtual Technologies Trends in Education

Citation Report

#	ARTICLE	IF	CITATIONS
1	A cardinal-based algorithm for automatically roaming in virtual scene. , 2017, , .		0
2	Building Virtual Reality Applications for Engineering with Knowledge-Based Approach. Management and Production Engineering Review, 2017, 8, 64-73.	1.4	13
3	Integration of Speech Recognition into Virtual Classroom to Enhance Learning Achievement. , 2018, , .		0
4	Development of Banten E-Heritage using Virtual Reality Technology on Mobile Device. , 2018, , .		4
5	Stepâ€byâ€step augmented reality in power engineering education. Computer Applications in Engineering Education, 2018, 26, 1590-1602.	2.2	14
6	Towards Design and Operationalization of Pedagogical Situations in the VRLEs. , 2018, , .		1
7	VRCDEAâ€TCS: 3D virtual reality cooperative drawing educational application with textual chatting system. Computer Applications in Engineering Education, 2018, 26, 1677-1698.	2.2	23
8	Embedding augmented and virtual reality in educational learning method: Present and future. , 2018, , .		16
9	Virtual reality training of hard and soft skills in production. , 2018, , .		4
10	Virtual and augmented reality effects on K-12, higher and tertiary education studentsâ€™ twenty-first century skills. Virtual Reality, 2019, 23, 425-436.	4.1	158
11	Experiencing Augmented Reality in Power Engineering Education. , 2019, , .		2
12	Hand Gestures in Virtual and Augmented 3D Environments for Down Syndrome Users. Applied Sciences (Switzerland), 2019, 9, 2641.	1.3	9
13	Use of Computing Devices as Sensors to Measure Their Impact on Primary and Secondary Studentsâ€™ Performance. Sensors, 2019, 19, 3226.	2.1	5
14	Training Virtual Environment for Teaching Simulation and Control of Pneumatic Systems. Lecture Notes in Computer Science, 2019, , 91-104.	1.0	4
15	Usability of Gamified Knowledge Learning in VR and Desktop-3D. , 2019, , .		31
16	Virtual Reality and Its Applications in Education: Survey. Information (Switzerland), 2019, 10, 318.	1.7	189
17	Effectiveness of Immersive Virtual Reality-based Communication for Construction Projects. KSCE Journal of Civil Engineering, 2019, 23, 4972-4983.	0.9	32
18	Investigating pre-service science teachersâ€™ mobile augmented reality integration into worksheets. Journal of Biological Education, 2019, , 1-17.	0.8	4

#	ARTICLE	IF	CITATIONS
19	Virtual Reality Models for Promoting Learners Engagement in Construction Studies. , 2019, , .		5
20	A Comparative Analysis of Worldwide Trends in the Use of Information and Communications Technology in Engineering Education. IEEE Access, 2019, 7, 113161-113170.	2.6	13
21	The opinions and attitudes of students â€" future IT teachers â€" on the use of VR and AR in teaching. , 2019, , .		5
22	PC Builder Hero. , 2019, , .		1
23	Augmented Reality Research in Education: A Bibliometric Study. Eurasia Journal of Mathematics, Science and Technology Education, 2019, 15, .	0.7	35
24	Beyond Feeling Sick: The Visual and Cognitive Aftereffects of Virtual Reality. IEEE Access, 2019, 7, 130883-130892.	2.6	49
25	Learning Mathematics in Metacognitively Oriented ICT-Based Learning Environments: A Systematic Review of the Literature. Education Research International, 2019, 2019, 1-19.	0.6	21
26	Strategies for inclusive and safe education using virtual reality: from the digital library perspective. Digital Library Perspectives, 2019, 35, 216-226.	0.5	6
27	Meaningful Learning Through Virtual Reality Learning Environments: A Case Study in Materials Engineering. Applied Sciences (Switzerland), 2019, 9, 4625.	1.3	43
28	A Case Study of Process Engineering of Operations In Working Sites Through Data Mining and Augmented Reality. International Journal of Data Mining & Knowledge Management Process, 2019, 9, 1-19.	0.1	2
29	Control System Functioning Algorithm Software and Hardware Platform for the Training Complex. , 2019, , .		0
30	AR/VR Strategy Considerations for Academic Computing Services. , 2019, , .		1
31	Virtual Reality Forge: Pattern-Oriented Authoring of Virtual Reality Nuggets. , 2019, , .		16
32	Towards Immersive Learning in Object-Oriented Paradigm: A Preliminary Study. , 2019, , .		3
33	Augmenting Museum Communication Services to Create Young Audiences. Sustainability, 2019, 11, 5830.	1.6	15
35	Virtual Reality as a Learning Tool: How and Where to Start with Immersive Teaching. , 2019, , 353-369.		13
36	Key Algorithm for Human Motion Recognition in Virtual Reality Video Sequences Based on Hidden Markov Model. IEEE Access, 2020, 8, 159705-159717.	2.6	7
37	Realidad Virtual en procesos de aprendizaje en estudiantes universitarios: motivaciÃ³n e interÃ©s para despertar vocaciones cientÃficas. Cuadernos De DocumentaciÃ³n Multimedia, 2020, 31, .	0.1	5

#	Article	IF	Citations
38	Enhancing authentic learning experiences in teacher education through 360-degree videos and theoretical lectures: reducing preservice teachers' anxiety. European Journal of Teacher Education, 2022, 45, 230-249.	2.2	16
39	Intervention of Hepatocellular Carcinoma in Fibrosis Staging Based on Multi-Parameter Magnetic Resonance Image Depth Learning Method. IEEE Access, 2020, 8, 174353-174364.	2.6	0
40	Dynamic Visual Communication Image Framing of Graphic Design in a Virtual Reality Environment. IEEE Access, 2020, 8, 211091-211103.	2.6	22
41	Using Virtual Reality Technology to Visualize Management of College Assets in the Internet of Things Environment. IEEE Access, 2020, 8, 157089-157102.	2.6	4
42	Intelligent Video Surveillance of Tourist Attractions Based on Virtual Reality Technology. IEEE Access, 2020, 8, 159220-159233.	2.6	3
43	Identifying the Optimal 3D Display Technology for Hands-On Virtual Experiential Learning: A Comparison Study. IEEE Access, 2020, 8, 73791-73803.	2.6	14
44	Using a smartphone application to measure the properties of water waves in the DIY Ripple Tank experiment set. Physics Education, 2020, 55, 035011.	0.3	3
45	The Limited Effect of Graphic Elements in Video and Augmented Reality on Children's Listening Comprehension. Applied Sciences (Switzerland), 2020, 10, 527.	1.3	5
46	A Study on Design and Case Analysis of Virtual Reality Contents Developer Training based on Industrial Requirements. Electronics (Switzerland), 2020, 9, 437.	1.8	5
47	Virtual Laboratories in Undergraduate Science and Engineering Courses: a Systematic Review, 2009–2019. Journal of Science Education and Technology, 2021, 30, 16-30.	2.4	48
48	ASIAVR: Asian Studies Virtual Reality Game a Learning Tool. International Journal of Computing Sciences Research, 2021, 5, 475-488.	0.5	2
49	Pandemic and Post-Pandemic Use of Immersive Learning Technology. Advances in Educational Technologies and Instructional Design Book Series, 2021, , 1-16.	0.2	1
50	The look at the various uses of VR. Open Computer Science, 2021, 11, 241-250.	1.3	9
51	Augmentation and Rehabilitation with Active Orthotic Devices. Contemporary Clinical Neuroscience, 2021, , 521-548.	0.3	1
52	Process of Materials Picking Using Augmented Reality. IEEE Access, 2021, 9, 102966-102974.	2.6	10
53	Augmented Reality Application of Schizocosa ocreata: A Tool for Reducing Fear of Arachnids Through Public Outreach. Advances in Experimental Medicine and Biology, 2021, 1334, 137-155.	0.8	0
54	Photorealistic 3D Models and Interactive Learning Content for a Machine Elements E-Course. International Journal of Operations Research and Information Systems, 2021, 12, 31-42.	1.0	1
55	Paper Research on the Application of Virtual Reality Panoramic News Communication Technology in Sports Events. , 2021, , .		0

#	ARTICLE	IF	CITATIONS
56	Virtual Reality: A Study of Recent Research Trends in Worldwide Aspects and Application Solutions in the High Schools. Learning and Analytics in Intelligent Systems, 2021, , 297-308.	0.5	1
57	Exploring Influence of Virtual Reality-Based English Learning Activities Towards Secondary Studentsâ€™ English Writing Achievement. The Art of Teaching English As A Foreign Language, 2020, 1, 63-74.	0.2	0
58	DÄ±ÅŸ Ticaret ve Lojistik EÄŸitiminde Sanal GerÃ§eklik Teknolojisinin KullanÄ±mÄ±. Ã‡ukurova Ãœniversitesi Sosyal Bilimler EnstitÃ¼sÃ¼ Dergisi, 0, , .	0.1	0
59	The Reflections of Differentiated Science Education For Gifted Students on Prospective Classroom Teachers. Participatory Educational Research, 2021, 8, 280-307.	0.4	0
60	Ø£Ø«Ø± Ø§Ù„Ø³Ø¹Ø®Ø¯Ø§Ù… Ø§Ù„ÙÙŒØ¯ÙŒÙˆ Ø«Ù„Ø§Ø«ÙŒ Ø§Ù„Ø£Ø¨Ø¹Ø§Ø¯ (Ø£ÙÙ„Ø§Ù… Ø§Ù„Ø³ÙŒÙ†Ù…Ø§ Ø§Ù„Ø¹Ù†	1.0	
61	Mixed Assessment of Virtual Serious Games Applied in Architectural and Urban Design Education. Sensors, 2021, 21, 3102.	2.1	28
63	Extended Reality (XR) in Virtual Laboratories: A Review of Challenges and Future Training Directions. Journal of Physics: Conference Series, 2021, 1874, 012031.	0.3	23
64	Designing an Educational Virtual Reality Application to Learn Ergonomics in a Work Place. , 2021, , .		1
65	Nonverbal behavior of interviewers influences the competence ratings of observers in recruitment interviews: a study investigating social influence using 360-degree videos with virtual reality and 2D screen displays. Virtual Reality, 0, , 1.	4.1	1
66	Multimodal Technologies in Precision Education: Providing New Opportunities or Adding More Challenges?. Education Sciences, 2021, 11, 338.	1.4	23
67	AnÃ¡lise bibliomÃ©trica sobre o uso de aplicativos e tecnologias mÃ³veis no ensino dos processos de separaÃ§Ã£o na Engenharia QuÃmica. Research, Society and Development, 2021, 10, e39101119155.	0.0	1
68	Increasing understanding of environmental modifications using the Virtual Dementia Experience for professional carers of people living with dementia. Gerontology and Geriatrics Education, 2021, , 1-9.	0.6	2
69	Virtual Reality Tourism. , 0, , .		1
70	Building Social Science Simulations for College Students Using VR Headsets. Open Journal of Social Sciences, 2021, 09, 61-69.	0.1	0
71	Application of Augmented Reality and Virtual Reality in Education. Advances in Educational Technologies and Instructional Design Book Series, 2021, , 89-101.	0.2	2
72	Learning in Virtual Environments. Advances in Educational Technologies and Instructional Design Book Series, 2021, , 1-19.	0.2	1
73	Learning Systems and Gamification. Advances in Medical Technologies and Clinical Practice Book Series, 2021, , 54-67.	0.3	1
74	A Preliminary Investigation into the Role of Virtual Sport Training Technology as Emotional Coping Mechanism During a National Pandemic Lockdown. Lecture Notes in Networks and Systems, 2021, , 186-194.	0.5	0

#	ARTICLE	IF	CITATIONS
75	Exploiting VR and AR Technologies in Education and Training to Inclusive Robotics. Studies in Computational Intelligence, 2021, , 115-126.	0.7	0
76	Stress Out: Translating Real-World Stressors into Audio-Visual Stress Cues in VR for Police Training. Lecture Notes in Computer Science, 2021, , 551-561.	1.0	9
77	ENHANCING CREATIVITY AND TECHNICAL COMPETENCE FOR DESIGN STUDENTS USING VIRTUAL REALITY TOOLS. , 0, , .		0
78	Educational Virtual Reality implementation on English for Tourism Purpose using knowledge-based engineering. , 2017, , .		7
79	Using Technologies as Virtual Environments for Computer Teaching: A Systematic Review. Informatics in Education, 0, , 201-221.	1.8	21
80	Das Potenzial von Virtual Reality fÃ¼r den schulischen Unterricht - Eine konstruktivistische Sicht. MedienpÃ„dagogik, 0, , 58-80.	0.3	30
81	Using Virtual Reality in the Classroom: Reflections of STEM Teachers on the Use of Teaching and Learning Tools. Journal of Education in Science, Environment and Health, 0, , .	0.5	23
82	Virtual Reality for Screening of Cognitive Function in Older Persons: Comparative Study. Journal of Medical Internet Research, 2019, 21, e14821.	2.1	40
83	Imaginary Versus Virtual Loci: Evaluating the Memorization Accuracy in a Virtual Memory Palace. , 2018, , .		6
84	Matematik ve Geometri EÄŸitiminde ArtÄ±rÄ±lmÄ±ÅŸ GerÃ§eklik UygulamalarÄ±. Ä°nÃ¶nÃ¼ Ãœniversitesi EÄŸitim Bilimleri EnstitÃ¼sÃ¼ Dergisi, 2017, 4, 19-34.	0.6	12
85	The Effectiveness of Mobile Augmented Reality Assisted STEM-Based Learning on Scientific Literacy and Studentsâ€™ Achievement. International Journal of Instruction, 2020, 13, 343-356.	0.6	21
86	The Role of Serious Games, Gamification and Industry 4.0 Tools in the Education 4.0 Paradigm. Contemporary Educational Technology, 2019, 10, 120-136.	1.3	120
87	CREATING IMMERSIVE AND INTERACTIVE SURVEYING LABORATORIES IN VIRTUAL REALITY: A DIFFERENTIAL LEVELING EXAMPLE. ISPRS Annals of the Photogrammetry, Remote Sensing and Spatial Information Sciences, 0, V-5-2020, 9-15.	0.0	3
88	Influencia de las TIC en el rendimiento escolar de estudiantes vulnerables. RIED: Revista Iberoamericana De EducaciÃ³n A Distancia, 2020, 24, 351.	0.8	6
89	Augmented Reality in STEM Education: Bibliometric Analysis. International Journal of Technology in Education, 2021, 4, 605-623.	0.9	6
90	Impact of Virtual Reality on Student Motivation in a High School Science Course. Applied Sciences (Switzerland), 2021, 11, 9516.	1.3	17
91	Development and Studies on a Virtual Reality Configuration Tool for City Bus Driver Workplace. Advances in Intelligent Systems and Computing, 2017, , 469-479.	0.5	0
92	Virtual Reality: A New Window to Medical Education. Research and Development in Medical Education, 2017, 6, 62-63.	0.2	2

#	ARTICLE	IF	CITATIONS
93	Educational Functions of Augmented Reality. Pedagogika, 2018, 68, .	0.1	1
94	Implementation Issues of Augmented Reality and Virtual Reality: A Survey. Lecture Notes on Data Engineering and Communications Technologies, 2019, , 853-861.	0.5	5
95	Virtual Reality Perceptions of Graduate Students in Information Technology Field. Düzce Üniversitesi Bilim Ve Teknoloji Dergisi, 2019, 7, 284-301.	0.2	0
96	A Virtual Learning Environment to Acquire Orientation Skills in the LUSI Class Context. Communications in Computer and Information Science, 2019, , 56-76.	0.4	1
97	Immersive Ars Memoria: Evaluating the Usefulness of a Virtual Memory Palace. , 2019, , .		6
98	A Constructivist Desktop Virtual Reality-Based Approach to Learning in a Higher Education Institution. Advances in Educational Technologies and Instructional Design Book Series, 2019, , 258-283.	0.2	5
99	The Model of Master's Degree Program in Product Design Engineering. Vysshee Obrazovanie V Rossii, 2019, 28, 57-66.	0.5	1
100	La Realidad Virtual Inmersiva como herramienta educativa para la transformación social: Un estudio exploratorio sobre la percepción de los estudiantes en Educación Secundaria Postobligatoria. Aula Abierta, 2019, 48, 157.	0.3	7
102	Aplicación de los metaversos y la realidad virtual en la enseñanza. Entre Ciencia E Ingeniería, 2019, 13, 59-67.	0.2	26
103	VIRTUAL REALITY SYSTEM FOR JOB INTERVIEW APPLICATION: A DEVELOPMENT RESEARCH. Celtic A Journal of Culture English Language Teaching Literature & Linguistic, 2019, 6, 31-50.	0.1	1
104	Development of Corporate Digital Training. Lecture Notes in Networks and Systems, 2020, , 473-479.	0.5	2
105	L'effet-tuteur dans l'accompagnement des élèves présentant un trouble neurodéveloppemental. Revista De Educação Pública, 2019, 28, 555.	0.0	0
106	Immersive Technologies in Higher Education. , 2019, , .		13
108	Techno - Resilience for Teachers: Concepts and Action. TEM Journal, 2020, , 820-825.	0.4	3
109	Application of ICT Resources in Teaching in Bulgarian Schools. WSEAS Transactions on Environment and Development, 2020, 16, 505-511.	0.3	1
110	Work-in-Progress—Designing a Virtual Reality Simulation to Teach Elements of Network Routing. , 2020, , .		0
111	Virtual Reality in Science Education: a Descriptive Review. Journal of Science Learning, 2020, 3, 132-142.	0.1	16
112	The Effect of Design Lessons Based on Virtual Reality Experiences on Middle School Students' Creative Competencies. Archives of Design Research, 2020, 33, 177-189.	0.1	0

#	ARTICLE	IF	CITATIONS
113	360Â° Video Integration in Teacher Education: A SWOT Analysis. Frontiers in Education, 2021, 6, .	1.2	14
114	Development of Simulation Methods in Biomedical Sciences - From Phantoms to Virtual Patients. Serbian Journal of Experimental and Clinical Research, 2020, .	0.2	0
115	Data regarding physiatric advanced approaches of stabilometric and virtual reality for balance assessment and (re)training in cerebral palsy. Romanian Journal of Medical Practice, 2020, 15, 390-399.	0.0	0
116	Virtual and Augmented Reality for Teaching Materials Science: a Students as Partners and as Producers Project. , 2020, , .		6
117	Human resources development in the function of sustainable development with reference to the educational system in Kosovsko Pomoravlje District. Ekonomski Signali, 2020, 15, 15-29.	0.0	0
118	Sistema basado en reglas para la generaciÃ³n personalizada de curso virtual. Tecno LÃ³gicas, 2020, 23, 229-242.	0.1	0
119	Observation on Virtual Reality - based Training System on Numerical Control Technology Training. International Journal of Engineering Research & Technology, 2020, V9, .	0.2	0
121	Development of Management and Evaluation System for Realistic Virtual Reality Field Training Exercise Contents : A Case Study. Journal of the Korea Computer Graphics Society, 2020, 26, 111-121.	0.1	4
122	Â«ÂI know what you meanÂÂ»: Investigating the sense of agency in learning an abstract mathematical knowledge using aÂconstructivist method in virtual reality. Annee Psychologique, 2021, Vol. 121, 443-487.	0.2	1
123	Achieving aÂSafer Construction Environment withÂBIM forÂSafety Framework. Studies in Systems, Decision and Control, 2022, , 97-108.	0.8	0
124	Analysis and Modeling of the Negative Impact of Virtual Reality. Journal of Physics: Conference Series, 2021, 2096, 012033.	0.3	0
125	Using 360Ëš Videos for Teaching Volleyball Skills to Primary School Students. Open Journal for Information Technology, 2020, 3, 21-38.	0.3	11
126	Virtual Reality for Experiential Education: A User Experience Exploration. Australasian Journal of Educational Technology, 0, , 96-110.	2.0	6
127	A Gas Turbine Virtual Reality Application Migration to Mixed Reality: Development Experience. , 2020, , .		0
128	Development and evaluation of 3D virtual tours as a cognitive basis of Chemistry laboratories at UTSV. Revista De Sistemas Computacionales Y TIC's, 0, , 5-9.	0.0	0
129	Investigating the effect of imikode virtual reality game in enhancing object oriented programming concepts among university students in Nigeria. Education and Information Technologies, 2022, 27, 6819-6845.	3.5	2
130	Adoption of Virtual and Augmented Reality for Mathematics Education: A Scoping Review. IEEE Access, 2022, 10, 13693-13703.	2.6	35
131	Do Interactive Learning Environments Have an Effect on Learning Outcomes, Cognitive Load and Metacognitive Judgments?. Education and Information Technologies, 2022, 27, 7019-7058.	3.5	15

#	Article	IF	Citations
132	A View of Virtual Reality in Learning Process. Lecture Notes in Networks and Systems, 2022, , 423-428.	0.5	3
133	Enjoyment as Gamified Experience for Informal Learning in Virtual Reality. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2022, , 383-399.	0.2	5
134	Driving Simulator forÂDrivers Education withÂArtificial Intelligence Traffic andÂVirtual Reality: aÂReview. Lecture Notes in Electrical Engineering, 2022, , 483-494.	0.3	2
135	Design and Development Considerations for Construction Virtual Reality Training Applicationsâ€"A Case Study. , 2022, , .		0
136	Virtual Reality for Enhancing Safety in Construction. , 2022, , .		3
137	Virtual Reality Implementation for University Presentation. WSEAS Transactions on Systems and Control, 2021, 16, 696-704.	0.5	1
138	Outcome of Utilising Virtual Learning Environment in Anatomy Learning: A Perspective of Preclinical Medicine Students in Edo State University. European Journal of Medical and Health Sciences, 2022, 4, 93-98.	0.1	0
139	Analyzing the effectiveness of using mixed-reality simulations to develop elementary pre-service teacherâ€™s high-leverage practices in a mathematics methods course. Eurasia Journal of Mathematics, Science and Technology Education, 2022, 18, em2107.	0.7	3
140	Facilitated virtual learning for advanced geriatric education among nursing students during the COVID pandemic in Taiwan. Library Hi Tech, 2023, 41, 59-70.	3.7	11
141	Wohnungsabnahmen virtuell trainieren. MedienpÃ„dagogik, 0, 47, 172-195.	0.3	1
142	An integrated curriculum of virtual/augmented reality for multiple design students. Education and Information Technologies, 2022, 27, 11137-11159.	3.5	6
143	The more the better? Comparing two SQD-based learning designs in a teacher training on augmented and virtual reality. International Journal of Educational Technology in Higher Education, 2022, 19, .	4.5	3
144	If and how do 360Â° videos fit into education settings? Results from a scoping review of empirical research. Journal of Computer Assisted Learning, 2022, 38, 1199-1219.	3.3	23
147	Examining Studentsâ€™ Spatial Ability and Its Impact on the Learning of Stereochemistry. Interdisciplinary Journal of Environmental and Science Education, 2022, 18, e2288.	0.4	1
149	Exploring the Impact of Extended Reality (XR) on Spatial Reasoning of Elementary Students. TechTrends, 2022, 66, 825-836.	1.4	3
151	A User-Friendly Interface for an Educational Travel English Game Supported with Virtual Reality. International Journal of Virtual and Personal Learning Environments, 2022, 12, 1-19.	0.4	0
152	Prospective Teachersâ€™ Acceptance of virtual reality technology: a mixed study in Rural China. Education and Information Technologies, 2023, 28, 3217-3248.	3.5	5
153	Experiences of webâ€based extended reality technologies for physics education. Computer Applications in Engineering Education, 2023, 31, 63-82.	2.2	6

#	ARTICLE	IF	CITATIONS
154	Investigating External Airflow and Reduced Room Temperature to Reduce Virtual Reality Sickness. , 2021, , .		0
155	Augmented Reality and Internet of Things Trends in Education. , 2022, , .		0
156	Re-Live History: An immersive virtual reality learning experience of prehistoric intangible cultural heritage. Frontiers in Education, 0, 7, .	1.2	4
157	Virtual Case Studies for Assessment Preparation and Practice. , 2022, , 633-652.		0
158	An interactive virtual reality model for enhancing safety training in construction education. Computer Applications in Engineering Education, 2023, 31, 324-345.	2.2	7
159	Caribbean Metaverse Development: A Literature Review Perspective. , 2022, 2, 83-99.		6
160	Effectiveness of virtual laboratories on developing expert thinking and decision-making skills among female school students in Palestine. Eurasia Journal of Mathematics, Science and Technology Education, 2022, 18, em2199.	0.7	0
161	Transforming E-Learning Through the Use of Virtual and Augmented Reality: A Systematic Review. Automation, Collaboration, and E-services, 2023, , 327-346.	0.5	2
162	Augmented and Virtual Reality in the Classroom: Adding a Postdigital Perspective to Backward Design Lesson Planning. , 2022, , 31-50.		2
163	Reshaping technology-based projects and their exploration of creativity. Eurasia Journal of Mathematics, Science and Technology Education, 2023, 19, em2217.	0.7	2
164	Systematic Literature Review of Augmented Reality and Virtual Reality Development in Education. , 2022, , .		0
165	The Feasibility of Enhancing Environmental Awareness using Virtual Reality 3D in the Primary Education. Education Research International, 2022, 2022, 1-10.	0.6	4
166	Harnessing Immersive Technologies for Innovation in Teaching and Learnings. , 2023, , 305-334.		0
167	Bibliometric analysis of augmented reality in education and social science. Online Journal of Communication and Media Technologies, 2023, 13, e202316.	0.4	2
168	The Use of Youtube in Health Communication: A Study on the Uses of Augmented and Virtual Reality. , 0, , .		0
169	Step by Step to Make Augmented Reality Filters for Molecular Models. Journal of Chemical Education, 2023, 100, 941-945.	1.1	2
170	Virtual Reality as a Media for Learn Animal Diversity for Students. Jurnal EDUTECH Undiksha, 2022, 10, 290-301.	3.2	0
171	Exploring the Opportunity to Use Virtual Reality for the Education of Children with Disabilities. Children, 2023, 10, 436.	0.6	1

#	ARTICLE	IF	CITATIONS
172	Use of Wayuu myths and legends supported by multimedia applications to strengthen reading and writing skills. , 0, , .		2
173	Learners in the Metaverse: A Systematic Review on the Use of Roblox in Learning. Education Sciences, 2023, 13, 296.	1.4	25
174	Visual inspection with augmented reality headâ€mounted display: An Australian usability case study. Human Factors and Ergonomics in Manufacturing, 2023, 33, 272-296.	1.4	2
175	Unveiling the relationship between sustainable development and Industry 4.0: A text mining literature analysis. Sustainable Development, 2023, 31, 2851-2862.	6.9	7
176	Entwicklung und Einsatz von VR-Lernszenarien fÃ¼r den Lehrkompetenzaufbau. Edition Fachdidaktiken, 2023, , 211-224.	0.0	1
177	Informatization of vocational education through the implementation of the model of the center of immersive technologies. Vestnik Rossijskogo Universiteta DruÅ¾by Narodov SeriÃ¢: InformatizaciÃ¢ ObrazovaniÃ¢, 2023, 20, 78-92.	0.1	0
178	Effective Pedagogical Approaches Used in High School Chemistry Education: A Systematic Review and Meta-Analysis. Journal of Chemical Education, 2023, 100, 1796-1810.	1.1	3
180	Ten years of Immersive VR Installations - Past, Present, and Future. , 2023, , .		1
182	Virtual Reality (VR) Technology in Construction Education. Advances in Civil and Industrial Engineering Book Series, 2023, , 122-136.	0.2	0
185	Ten years Center for Immersive Visualizations - Past, Present, and Future. , 2023, , .		0
186	Visor-less XR in museums. A Content Management System for Immersive Installations. , 2023, , .		1
189	Learning to Take the Right Turn â€" Which Learning Media is Best Suited to Learn a Sequence of Actions to Solve a Rubikâ€™s Cube?. Lecture Notes in Computer Science, 2023, , 191-205.	1.0	0
190	Enhancement ofÂPrototype Driving Simulator Using Available AI-Based Game Technology. Lecture Notes in Networks and Systems, 2023, , 569-579.	0.5	0
194	More Immersed but Less Present: Unpacking Factors of Presence Across Devices. , 2023, , .		0
198	The Use of Immersive Technologies to Implement a Multimodal Approach in the Educational Process. , 2023, , .		0
202	Analysis of the Possibility of Using Commercial Virtual Systems for Educational Purposes. , 2023, , .		0
204	Learning Analytics and Classroom Management inÂSpecialized Environments: Enhancing theÂVR Classroom forÂCS Teacher Education. Communications in Computer and Information Science, 2024, , 37-52.	0.4	0
209	Possibilities of the Use of Artificial Intelligence and 3D Technologies in Automotive Repairmen Training. Lecture Notes in Networks and Systems, 2024, , 432-441.	0.5	0

#	ARTICLE	IF	CITATIONS
211	NavAR, an App for Training in Cartography and Maritime Navigation Through Augmented Reality. Lecture Notes in Mechanical Engineering, 2024, , 319-329.	0.3	0
217	Multi-Platform Virtual Reality Interaction with Hand Gestures for Precise Object Manipulation and Multi-User Collaboration. , 2023, , .		0
218	Developmental Supervisory Advancements. Advances in Educational Technologies and Instructional Design Book Series, 2024, , 100-119.	0.2	0