Designing Seamless Learning Activities for School Visit

Lecture Notes in Educational Technology , 153-169

DOI: 10.1007/978-981-13-3071-1_8

Citation Report

#	Article	IF	CITATIONS
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2	Affective Learning in Digital Educationâ€"Case Studies of Social Networking Systems, Games for Learning, and Digital Fabrication. Frontiers in Education, 2019, 4, .	2.1	17
3	Exploring Potentials and Challenges to Develop Twenty-First Century Skills and Computational Thinking in K-12 Maker Education. Frontiers in Education, 2020, 5, .	2.1	11
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6	Combining Design Thinking with Emerging Technologies in K-12 Education. Lecture Notes in Networks and Systems, 2023, , 15-27.	0.7	0