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Higher education instructors intention to use educational video games: an fsQCA approach

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6	Investigating Pre-Service Teachers' Behavioral Intentions to Use Web 2.0 Gamification Tools. <i>Participatory Educational Research</i> , 2022 , 9, 172-189	0.6	
5	Do Future Teachers Believe that Video Games Help Learning?. <i>Technology, Knowledge and Learning</i> , 2022 , 11, 1-14	2.9	1
4	Explaining the alienation of megaproject environmental responsibility behavior: a fuzzy set qualitative comparative analysis study in China. <i>Engineering, Construction and Architectural Management</i> , 2022 , ahead-of-print,	3.1	0
3	Do teachers believe that video games can improve learning?. <i>Heliyon</i> , 2022 , 8, e09798	3.6	
2	Impact of digital technologies upon teaching and learning in higher education in Latin America: an outlook on the reach, barriers, and bottlenecks.		3
1	A Text Mining and Statistical Approach for Assessment of Pedagogical Impact of Students' Evaluation of Teaching and Learning Outcome in Education. 2023 , 11, 9577-9596		0