

# CITATION REPORT

List of articles citing

Teachers intention to use educational video games:  
The moderating role of gender and age

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Innovations in Education and Teaching International,  
2019, 56, 318-329.

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#	Paper	IF	Citations
22	SEMANN based research of factorsImpact on extended use of ERP systems. <i>Central European Journal of Operations Research</i> , <b>2019</b> , 27, 703-735	2.2	29
21	StudentsBehavioral intention to use and achievements in ICT-Integrated mathematics remedial instruction: Case study of a calculus course. <i>Computers and Education</i> , <b>2020</b> , 145, 103740	9.5	20
20	Design and validation of an instrument of self-perception regarding the lecturersUse of ICT resources: to teach, evaluate and research. <i>Education and Information Technologies</i> , <b>2021</b> , 26, 1627-1646	3.6	4
19	Acceptance level of e-campus among students at private institutions in Malaysia. <i>Journal of Physics: Conference Series</i> , <b>2021</b> , 1793, 012034	0.3	
18	TeachersAttitudes towards chatbots in education: a technology acceptance model approach considering the effect of social language, bot proactiveness, and usersCharacteristics. <i>Educational Studies</i> , 1-19	1	13
17	Video OyunlarBilim ArařmalarıDa KullanıřBir Sistematiik Tarama. <i>Anadolu Üniversitesi Sosyal Bilimler Dergisi</i> , <b>2021</b> , 21, 185-212	0.1	2
16	Incidence of Gender in the Digital Competence of Higher Education Teachers in Research Work: Analysis with Descriptive and Comparative Methods. <i>Education Sciences</i> , <b>2021</b> , 11, 98	2.2	9
15	Potential Barriers to the Implementation of Digital Game-Based Learning in the Classroom: Pre-service TeachersViews. <i>Technology, Knowledge and Learning</i> , <b>2021</b> , 26, 825	2.9	10
14	The Impact of the ICT in the Analysis of Visual Attention Using Facial Expressions of the Students. <i>Advances in Human and Social Aspects of Technology Book Series</i> , <b>2021</b> , 185-199	0.2	0
13	Evaluate the development of interactive learning media through technology acceptance model. <b>2020</b> ,		
12	TeachersExperiences of using game-based learning methods in project management higher education. <i>Project Leadership and Society</i> , <b>2022</b> , 3, 100041	2.8	7
11	Pre-service teachersViews about the use of digital educational games for collaborative learning. <i>Education and Information Technologies</i> , 1	3.6	1
10	Effects of a collaborative design approach on pre-service teachersAbility of designing for learning with a digital game. <i>Education and Information Technologies</i> , 1	3.6	1
9	Adoption model for a hybrid SEM-neural network approach to education as a service. <i>Education and Information Technologies</i> , 1	3.6	1
8	Teaching with digital games: How intentions to adopt digital game-based learning are related to personal characteristics of pre-service teachers. <i>British Journal of Educational Technology</i> ,	4.3	2
7	Enhancing PLS-SEM-Enabled Research with ANN and IPMA: Research Study of Enterprise Resource Planning (ERP) SystemsAcceptance Based on the Technology Acceptance Model (TAM). <i>Mathematics</i> , <b>2022</b> , 10, 1379	2.3	0
6	Elucidating the role of gender differences via TAM in e-recruitment adoption in India: a multi-group analysis using MICOM. <i>Bottom Line: Managing Library Finances</i> , <b>2022</b> , ahead-of-print,	2.6	0

- 5 Scare-Away Risks: The Effects of a Serious Game on Adolescents' Awareness of Health and Security Risks in an Italian Sample. **2022**, 6, 93 ○
- 4 Will coolness factors predict user satisfaction and loyalty? Evidence from an artificial neural network structural equation model approach. **2022**, 59, 103108 ○
- 3 EXAMINING THE PREDICTION OF DIGITAL GAME ADDICTION AWARENESS ON DIGITAL EDUCATIONAL GAME USAGE. ○
- 2 Understanding perceptions of academics toward technology acceptance in accounting education. **2023**, 9, e13141 ○
- 1 Drivers and barriers to the utilisation of gamification and game-based learning in universities: A systematic review of educators' perspectives. ○