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Visualizing Co-citations of Technology Acceptance Models in Education

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14	Technology supported reading comprehension: a design research of the student mental model analyzer for research and teaching (SMART) technology. <i>Interactive Learning Environments</i> , 2020 , 1-25	3.1	1
13	Extending the Learning Technology Acceptance Model of WeChat by Adding New Psychological Constructs. <i>Journal of Educational Computing Research</i> , 2020 , 58, 1121-1143	3.8	13
12	Identifying Tertiary Students' Perception of Usabilities of Rain Classroom. <i>Technology, Knowledge and Learning</i> , 1	2.9	3
11	Determinants of the intention to use non-medical insertable digital devices: The case of Chile and Colombia. <i>Telematics and Informatics</i> , 2021 , 60, 101576	8.1	1
10	An Integrated Model of Continuous Intention to Use of Google Classroom. <i>Studies in Systems, Decision and Control</i> , 2021 , 311-335	0.8	9
9	Investigating the barriers that intensify undergraduates' unwillingness to online learning during COVID-19: A study on public universities in a developing country. <i>Cogent Education</i> , 2022 , 9,	0.9	2
8	Effects of mobile learning technologies and social media tools on student engagement and learning outcomes of English learning. <i>Technology, Pedagogy and Education</i> , 1-18	2.3	6
7	A Bibliometric Analysis of Automated Writing Evaluation in Education Using VOSviewer and CitNetExplorer from 2008 to 2022. 2022 , 1, 1-22		
6	A meta-analysis of eight factors influencing MOOC-based learning outcomes across the world. 1-20		3
5	Motivation, Learning Strategies, and Outcomes in Mobile English Language Learning.		3
4	Extending the Task-Technology Fit Model in an E-Collaborative English Learning Context. 2022 , 18, 1-16		0
3	The behavioural intention to use MOOCs by undergraduate students: incorporating TAM with TPB. 2022 , 36, 1321-1342		0
2	The effects of the superstar learning system on learning interest, attitudes, and academic achievements.		1
1	Effects of Serious Games on Student Engagement, Motivation, Learning Strategies, Cognition, and Enjoyment. 2022 , 13, 1-15		0