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User acceptance of augmented reality welding simulator in engineering training

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19	Measuring User Experience, Usability and Interactivity of a Personalized Mobile Augmented Reality Training System. <i>Sensors</i> , <b>2021</b> , 21,	3.8	12
18	Protean Kinematics: A Blended Model of VR Physics. <i>Frontiers in Psychology</i> , <b>2021</b> , 12, 705170	3.4	0
17	VR and AR virtual welding for psychomotor skills: a systematic review.. <i>Multimedia Tools and Applications</i> , <b>2022</b> , 81, 1-35	2.5	2
16	Modeling Teacher Supports Toward Self-Directed Language Learning Beyond the Classroom: Technology Acceptance and Technological Self-Efficacy as Mediators.. <i>Frontiers in Psychology</i> , <b>2021</b> , 12, 751017	3.4	0
15	Augmented Reality in the Construction Industry: Use-Cases, Benefits, Obstacles, and Future Trends. <i>Frontiers in Built Environment</i> , <b>2022</b> , 8,	2.2	3
14	Revising Technology Adoption Factors for IoT-Based Smart Campuses: A Systematic Review. <i>Sustainability</i> , <b>2022</b> , 14, 4840	3.6	1
13	The Influence of College Entrepreneurship Education System on the Cultivation of Applied Innovative Talents. <i>Frontiers in Psychology</i> , <b>2022</b> , 13,	3.4	1
12	Employing FFNN and Learning Styles to Improve Knowledge Acquisition in Educational Digital Games. <b>2023</b> , 95-103		0
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5	The link between construction apps acceptance and digital attributes of construction professionals: perspectives from digital competence model.		0
4	Robot-Assisted Immersive Kinematic Experience Transfer for Welding Training. <b>2023</b> , 37,		1
3	Increasing the Efficiency of Creating Augmented Reality Scenes Using Neural Networks. <b>2022</b> , 44, 69-85		0

- 2 The Influence of Short Video Platform Characteristics on Users' Willingness to Share Marketing Information: Based on the SOR Model. **2023**, 15, 2448 ○
- 1 Analyzing the impact and application of Augmented Reality in Education: The case of students with special educational needs. **2022**, ○