

# Impact of Using Tools in an Undergraduate Software Te

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Citation Report

#	ARTICLE	IF	CITATIONS
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2	A User Interface (UI) and User eXperience (UX) evaluation framework for cyberlearning environments in computer science and software engineering education. Heliyon, 2020, 6, e03917.	3.2	42
3	Combining Learning and Engagement Strategies in a Software Testing Learning Environment. ACM Transactions on Computing Education, 2022, 22, 1-25.	3.5	2
4	Experiences of Integrating Learning and Engagement Strategies (LESs) into Software Engineering Courses. , 0, , .		1
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8	Hey Teachers, Teach Those Kids Some Software Testing. , 2023, , .		2
9	Classroom Practice with Learning Support System for Program Design Using Mock Technique Based on Testability. SN Computer Science, 2023, 4, .	3.6	0
10	A Model of How Students Engineer Test Cases With Feedback. ACM Transactions on Computing Education, 2024, 24, 1-31.	3.5	0
11	Experiences of Teaching Software Testing in an Undergraduate Class Using Different Approaches for the Group Projects. , 0, , .		0