

CITATION REPORT

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Learner Analysis to Inform the Design and Development of a Serious Game for Nongaming Female Emerging Health Care Preprofessionals: Qualitative Sample Study

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JMIR Serious Games, 2020, 8, e16003.

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7	Learner-centric Design of a Hand Hygiene Serious Simulation Game for Grade 12 Emerging Health Professional Students. <i>TechTrends</i> , 2021 , 65, 379-393	2	4
6	When Failure Is an Option: a Scoping Review of Failure States in Game-Based Learning. <i>TechTrends</i> , 2021 , 65, 615	2	
5	Conceptual Ambiguity Surrounding Gamification and Serious Games in Health Care: Literature Review and Development of Game-Based Intervention Reporting Guidelines (GAMING) (Preprint).		
4	Conceptual Ambiguity Surrounding Gamification and Serious Games in Health Care: Literature Review and Development of Game-Based Intervention Reporting Guidelines (GAMING). <i>Journal of Medical Internet Research</i> , 2021 , 23, e30390	7.6	8
3	A Serious Game on the First-Aid Procedure in Choking Scenarios: Design and Evaluation Study. <i>JMIR Serious Games</i> , 2020 , 8, e16655	3.4	3
2	Gamificaci3n Digital en la Educaci3n Secundaria. 2022 , 137-154		0
1	Player Experience and Enjoyment: A Preliminary Examination of Differences in Video Game Genre. 2023 , 54, 209-220		0