

Gamification model for developing e-learning in Libyan higher education

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https://doi.org/10.1007/978-981-16-2834-4_9 [Conference proceeding at Scopus](#) [Article at Scopus](#)

Mobile augmented reality techniques with gamification to enhance learnability for higher institute students of chemistry course

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<https://doi.org/10.1108/JARHE-11-2023-0508> [Journal metrics at Scopus](#) [Article at Scopus](#) [Journal metrics at WOS](#) [Article at WOS](#)

Using the e-learning gamification tool Kahoot! to learn chemistry principles in the classroom

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