Tim Bell

List of Publications by Year
in descending order

21 papers	784 citations	1307594 7 h-index	1474206 9 g-index
21 all docs	21 docs citations	21 times ranked	417 citing authors

#	ARTICLE	IF	CITATIONS
1	Computer science in K-12 school curricula of the 21st century: Why, what and when?. Education and Information Technologies, 2017, 22, 445-468.	5.7	192
2	Should your 8-year-old learn coding?. , 2014, , .		117
3	A Pilot Computer Science and Programming Course for Primary School Students. , 2015, , .		104
4	The Challenge of Optical Music Recognition. Computers and the Humanities, 2001, 35, 95-121.	1.4	95
5	Computer Science Unplugged and Related Projects in Math and Computer Science Popularization. Lecture Notes in Computer Science, 2012, , 398-456.	1.3	74
6	The role of teachers in implementing curriculum changes. , 2013, , .		34
7	What do the Teachers Think?. , 2017, , .		26
8	Computational Thinking. , 2019, , 513-546.		24
9	A music notation construction engine for optical music recognition. Software - Practice and Experience, 2003, 33, 173-200.	3.6	22
10	Establishing a nationwide CS curriculum in New Zealand high schools. Communications of the ACM, 2014, 57, 28-30.	4.5	18
11	Explaining cryptographic systems. Computers and Education, 2003, 40, 199-215.	8.3	14
12	Computer Science in the School Curriculum: Issues and Challenges. IFIP Advances in Information and Communication Technology, 2017, , 421-431.	0.7	14
13	Analysis of Progression of Scratch Users based on their Use of Elementary Patterns. , 2019, , .		11
14	Evaluating the Use of Remixing in Scratch Projects Based on Repertoire, Lines of Code (LOC), and Elementary Patterns. , 2019, , .		10
15	Analysing Students' Scratch Programs and Addressing Issues using Elementary Patterns. , 2018, , .		9
16	Teacher Feedback on Delivering Computational Thinking in Primary School. , 2016, , .		8
17	Tensions in specifying computing curricula for K-12: Towards a principled approach for objectives. IT - Information Technology, 2018, 60, 59-68.	0.9	6
18	Virtually Unplugged: Rich Data Capture to Evaluate CS Pedagogy in 3D Virtual Worlds. , 2015, , .		4

#	Article	IF	Citations
19	A comparison of BWT approaches to string pattern matching. Software - Practice and Experience, 2005, 35, 1217-1258.	3.6	1
20	Data Hiding in Virtual Machine Disk Images. , 2010, , .		1
21	Panel &#x2014; Implementing CS curricula in secondary education: An international perspective. , 2010, , .		0