

Symeon Retalis

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/11136035/publications.pdf>

Version: 2024-02-01

23
papers

628
citations

933447

10
h-index

996975

15
g-index

24
all docs

24
docs citations

24
times ranked

518
citing authors

#	ARTICLE	IF	CITATIONS
1	Using computer supported collaborative learning strategies for helping students acquire self-regulated problem-solving skills in mathematics. <i>Computers and Education</i> , 2010, 54, 3-13.	8.3	119
2	Towards the improvement of the cognitive, motoric and academic skills of students with special educational needs using Kinect learning games. <i>International Journal of Child-Computer Interaction</i> , 2017, 11, 28-39.	3.5	72
3	Utilising a collaborative macro-script to enhance student engagement: A mixed method study in a 3D virtual environment. <i>Computers and Education</i> , 2012, 58, 501-517.	8.3	63
4	Moving Bodies to Moving Minds: A Study of the Use of Motion-Based Games in Special Education. <i>TechTrends</i> , 2018, 62, 594-601.	2.3	49
5	Eliciting design patterns for e-learning systems. <i>Computer Science Education</i> , 2006, 16, 105-118.	3.7	39
6	Learning design Rashomon II: exploring one lesson through multiple tools. <i>Research in Learning Technology</i> , 0, 21, .	2.3	24
7	Designing a Moodle course with the CADMOS learning design tool. <i>Educational Media International</i> , 2012, 49, 317-331.	1.7	23
8	Enhancing primary school children collaborative learning experiences in maths via a 3D virtual environment. <i>Education and Information Technologies</i> , 2013, 18, 571-596.	5.7	20
9	Orchestrating learning activities using the CADMOS learning design tool. <i>Research in Learning Technology</i> , 0, 21, .	2.3	20
10	Using Embodied Learning Technology to Advance Motor Performance of Children with Special Educational Needs and Motor Impairments. <i>Lecture Notes in Computer Science</i> , 2017, , 111-124.	1.3	17
11	Remote learning for children with Special Education Needs in the era of COVID-19: Beyond tele-conferencing sessions. <i>Educational Media International</i> , 2021, 58, 181-201.	1.7	13
12	Modelling Web-Based Instructional Systems. <i>Journal of Information Technology Education:Research</i> , 0, 1, 025-042.	0.0	12
13	Analysing interaction behaviour in network supported collaborative learning environments: a holistic approach. <i>International Journal of Knowledge and Learning</i> , 2007, 3, 450.	0.2	10
14	Assessing students' performance using the learning analytics enriched rubrics. , 2013, , .		10
15	Training novice teachers to design moodle-based units of learning using a CADMOS-enabled learning design sprint. <i>British Journal of Educational Technology</i> , 2018, 49, 1059-1076.	6.3	8
16	Enriched assessment rubrics: a new medium for enabling teachers to easily assess student's performance when participating in complex interactive learning scenarios. <i>Operational Research</i> , 2011, 11, 171-186.	2.0	6
17	CRITON: A Hypermedia Design Tool. <i>Multimedia Tools and Applications</i> , 2005, 27, 5-21.	3.9	3
18	Modeling learning technology systems as business systems. <i>Software and Systems Modeling</i> , 2003, 2, 120-133.	2.7	2

#	ARTICLE	IF	CITATIONS
19	Web engineering: new discipline, new educational challenges. Information Services and Use, 2000, 20, 95-108.	0.2	1
20	Designing Configurations of CSCL Scripts Using Interaction Analysis Findings. , 2010, , .		0
21	Making Adaptations of CSCL Scripts by Analyzing Learnersâ€™ Online Behavior. Studies in Computational Intelligence, 2012, , 179-194.	0.9	0
22	Assessing the Performance of Learners Engaged in Computer-Supported Collaborative Problem-Solving Activities. , 2011, , 245-260.		0
23	Children's Interaction with Motion-Based Touchless Games. , 2020, , .		0