Symeon Retalis

List of Publications by Year
in descending order

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	Remote learning for children with Special Education Needs in the era of COVID-19: Beyond tele-conferencing sessions. Educational Media International, 2021, 58, 181-201.	1.7	13
2	Children's Interaction with Motion-Based Touchless Games. , 2020, , .		0
3	Training Îovice teachers to design moodleâ€based units of learning using a CADMOSâ€enabled learning design sprint. British Journal of Educational Technology, 2018, 49, 1059-1076.	6.3	8
4	Moving Bodies to Moving Minds: A Study of the Use of Motion-Based Games in Special Education. TechTrends, 2018, 62, 594-601.	2.3	49
5	Using Embodied Learning Technology to Advance Motor Performance of Children with Special Educational Needs and Motor Impairments. Lecture Notes in Computer Science, 2017, , 111-124.	1.3	17
6	Towards the improvement of the cognitive, motoric and academic skills of students with special educational needs using Kinect learning games. International Journal of Child-Computer Interaction, 2017, 11, 28-39.	3.5	72
7	Enhancing primary school children collaborative learning experiences in maths via a 3D virtual environment. Education and Information Technologies, 2013, 18, 571-596.	5.7	20
8	Assessing students' performance using the learning analytics enriched rubrics. , 2013, , .		10
9	Designing a Moodle course with the CADMOS learning design tool. Educational Media International, 2012, 49, 317-331.	1.7	23
10	Utilising a collaborative macro-script to enhance student engagement: A mixed method study in a 3D virtual environment. Computers and Education, 2012, 58, 501-517.	8.3	63
11	Making Adaptations of CSCL Scripts by Analyzing Learnersâ€™ Online Behavior. Studies in Computational Intelligence, 2012, , 179-194.	0.9	0
12	Enriched assessment rubrics: a new medium for enabling teachers to easily assess studentâ€™s performance when participating in complex interactive learning scenarios. Operational Research, 2011, 11, 171-186.	2.0	6
13	Assessing the Performance of Learners Engaged in Computer-Supported Collaborative Problem-Solving Activities. , 2011, , 245-260.		0
14	Using computer supported collaborative learning strategies for helping students acquire self-regulated problem-solving skills in mathematics. Computers and Education, 2010, 54, 3-13.	8.3	119
15	Designing Configurations of CSCL Scripts Using Interaction Analysis Findings. , 2010, , .		0
16	Analysing interaction behaviour in network supported collaborative learning environments: a holistic approach. International Journal of Knowledge and Learning, 2007, 3, 450.	0.2	10
17	Eliciting design patterns for e-learning systems. Computer Science Education, 2006, 16, 105-118.	3.7	39
18	CRITON: A Hypermedia Design Tool. Multimedia Tools and Applications, 2005, 27, 5-21.	3.9	3

#	Article	IF	Citations
19	Modeling learning technology systems as business systems. Software and Systems Modeling, 2003, 2, 120-133.	2.7	2
20	Web engineering: new discipline, new educational challenges. Information Services and Use, 2000, 20, 95-108.	0.2	1
21	Modelling Web-Based Instructional Systems. Journal of Information Technology Education:Research, 0, 1, 025-042.	0.0	12
22	Orchestrating learning activities using the CADMOS learning design tool. Research in Learning Technology, 0, 21, .	2.3	20
23	Learning design Rashomon II: exploring one lesson through multiple tools. Research in Learning Technology, 0, 21, .	2.3	24