

Craig S Miller

List of Publications by Year in descending order

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Version: 2024-02-01

15
papers

299
citations

1307594

7
h-index

1474206

9
g-index

16
all docs

16
docs citations

16
times ranked

248
citing authors

#	ARTICLE	IF	CITATIONS
1	Learning to Get Literal. ACM Transactions on Computing Education, 2019, 19, 1-17.	3.5	3
2	Some Trouble with Transparency. , 2016, , .		9
3	Learning Object-Oriented Programming in Python. , 2015, , .		5
4	Usability Evaluation. , 2015, , .		0
5	Metonymy and reference-point errors in novice programming. Computer Science Education, 2014, 24, 123-152.	3.7	12
6	Effects of Item Grouping on Selection Efficiency. Proceedings of the Human Factors and Ergonomics Society, 2014, 58, 1526-1530.	0.3	0
7	When Practice Doesn't Make Perfect. ACM Transactions on Computing Education, 2011, 11, 1-16.	3.5	74
8	Preliminary evidence for top-down and bottom-up processes in web search navigation. , 2007, , .		2
9	Modeling Web Navigation: Methods and Challenges. Lecture Notes in Computer Science, 2005, , 37-52.	1.3	1
10	Core empirical concepts and skills for computer science. , 2004, , .		8
11	Core empirical concepts and skills for computer science. SIGCSE Bulletin, 2004, 36, 245-249.	0.1	9
12	Modeling Information Navigation: Implications for Information Architecture. Human-Computer Interaction, 2004, 19, 225-271.	4.4	78
13	Relating Theory to Actual Results in Computer Science and Human-Computer Interaction. Computer Science Education, 2003, 13, 227-240.	3.7	9
14	Goals and Learning in Microworlds. Cognitive Science, 1999, 23, 305-336.	1.7	77
15	Accounting for Graded Performance within a Discrete Search Framework. Cognitive Science, 1996, 20, 499-537.	1.7	11