Yifat Ben-David Kolikant

List of Publications by Year
in descending order

21 papers	766 citations	11 h-index	16 g-index
21 all docs	21 docs citations	21 times ranked	382 citing authors

840728

940516

#	Article	IF	Citations
1	A multi-national, multi-institutional study of assessment of programming skills of first-year CS students. SIGCSE Bulletin, 2001, 33, 125-180.	0.1	351
2	Digital natives, better learners? Students' beliefs about how the Internet influenced their ability to learn. Computers in Human Behavior, 2010, 26, 1384-1391.	8.5	91
3	Gardeners and Cinema Tickets: High School Students' Preconceptions of Concurrency. Computer Science Education, 2001, 11, 221-245.	3.7	67
4	Fertile Zones of Cultural Encounter in Computer Science Education. Journal of the Learning Sciences, 2008, 17, 1-32.	2.9	60
5	"Clickers" as Catalysts for Transformation of Teachers. College Teaching, 2010, 58, 127-135.	0.6	34
6	Using ICT for school purposes: Is there a student-school disconnect?. Computers and Education, 2012, 59, 907-914.	8.3	33
7	Learning concurrency: evolution of students' understanding of synchronization. International Journal of Human Computer Studies, 2004, 60, 243-268.	5.6	29
8	High-school students' perceptions of the effects of non-academic usage of ICT on their academic achievements. Computers in Human Behavior, 2016, 64, 143-151.	8.5	28
9	Contingent teaching to low-achieving students in mathematics: challenges and potential for scaffolding meaningful learning. ZDM - International Journal on Mathematics Education, 2015, 47, 1093-1105.	2.2	14
10	Adapting school to the twenty-first century: educators' perspectives. Technology, Pedagogy and Education, 2019, 28, 287-299.	5.4	14
11	The effect of using a video clip presenting a contextual story on low-achieving students' mathematical discourse. Educational Studies in Mathematics, 2011, 76, 23-47.	2.8	12
12	Computer science education as a cultural encounter: a socio-cultural framework for articulating teaching difficulties. Instructional Science, 2011, 39, 543-559.	2.0	9
13	Students' Perceptions of the Appropriateness and Usefulness of the Internet for Schoolwork and the Value of School. Journal of Educational Computing Research, 2009, 41, 407-429.	5.5	7
14	Thinking parallel. SIGCSE Bulletin, 1999, 31, 13-16.	0.1	4
15	Computer science students' use of the internet for academic purposes: difficulties and learning processes. Computer Science Education, 2018, 28, 211-231.	3.7	4
16	The Potential of Rich Digital Game-Based Learning Environments to Promote Low-Achieving Students' Participation in Mathematics. International Journal of Game-Based Learning, 2020, 10, 40-54.	1.4	3
17	Instructor and Course Changes Resulting from an HPL-inspired Use of Personal Response Systems. , 2006, , .		2
18	(Some) grand challenges of computer science education in the digital age. , 2012, , .		2

#	Article	IF	Citations
19	Teacher Learning and Professional Development. , 2019, , 727-748.		1
20	Introduction: STEM Teachers and Teaching in the Era of Change. , 2020, , 1-16.		1
21	Discussion: Creating a New World â€"Teachersâ€™ Work in Innovative Educational Environments. , 2020, , 313-320.		0