Roy Pea

List of Publications by Year
in descending order

26 papers	3,412 citations	567281 15 h-index	888059 17 g-index
27 all docs	27 docs citations	27 times ranked	2100 citing authors

#	ARTICLE	IF	CITATIONS
1	Computational Thinking in Kâ€"12. Educational Researcher, 2013, 42, 38-43.	5.4	1,442
2	ONE-TO-ONE TECHNOLOGY-ENHANCED LEARNING: AN OPPORTUNITY FOR GLOBAL RESEARCH COLLABORATION. Research and Practice in Technology Enhanced Learning, 2006, 01, 3-29.	3.2	356
3	Media use, face-to-face communication, media multitasking, and social well-being among 8- to 12-year-old girls.. Developmental Psychology, 2012, 48, 327-336.	1.6	281
4	Designing for deeper learning in a blended computer science course for middle school students. Computer Science Education, 2015, 25, 199-237.	3.7	259
5	A walk on the WILD side. International Journal of Cognition and Technology, 2002, 1, 145-168.	0.5	215
6	Real-time mutual gaze perception enhances collaborative learning and collaboration quality. International Journal of Computer-Supported Collaborative Learning, 2013, 8, 375-397.	3.0	117
7	Assessing computational learning in K-12. , 2014, , .		102
8	Factors Influencing Computer Science Learning in Middle School. , 2016, , .		89
9	Remedying misperceptions of computer science among middle school students. , 2014, , .		73
10	Distributed by Design: On the Promises and Pitfalls of Collaborative Learning with Multiple Representations. Journal of the Learning Sciences, 2011, 20, 489-547.	2.9	63
11	Leveraging mobile eye-trackers to capture joint visual attention in co-located collaborative learning groups. International Journal of Computer-Supported Collaborative Learning, 2018, 13, 241-261.	3.0	56
12	Comparing Simple and Advanced Video Tools as Supports for Complex Collaborative Design Processes. Journal of the Learning Sciences, 2010, 19, 403-440.	2.9	53
13	Preparing for Future Learning with a Tangible User Interface: The Case of Neuroscience. IEEE Transactions on Learning Technologies, 2013, 6, 117-129.	3.2	52
14	Rethinking Learning: What the Interdisciplinary Science Tells Us. Educational Researcher, 2021, 50, 557-565.	5.4	48
15	Video Collaboratories for Research and Education: An Analysis of Collaboration Design Patterns. IEEE Transactions on Learning Technologies, 2008, 1, 235-247.	3.2	40
16	How to improve collaborative learning with video tools in the classroom? Social vs. cognitive guidance for student teams. International Journal of Computer-Supported Collaborative Learning, 2012, 7, 259-284.	3.0	35
17	Mobile Learning. , 2014, , 501-521.		32
18	Using Mobile Eye-Trackers to Unpack the Perceptual Benefits of a Tangible User Interface for Collaborative Learning. ACM Transactions on Computer-Human Interaction, 2016, 23, 1-23.	5.7	31

#	Article	IF	Citations
19	Digital Video Tools in the Classroom: How to Support Meaningful Collaboration and Critical Advanced Thinking of Students?. , 2010, , 503-523.		17
20	Cognitive technologies for establishing, sharing and comparing perspectives on video over computer networks. Social Science Information, 2008, 47, 353-370.	1.6	16
21	Advanced digital video technologies to support collaborative learning in school education and beyond. , 2005, , .		12
22	Learning Pathways. , 2020, , 195-211.		12
23	Collaboration with Mobile Media: Shifting from 'Participation' to 'Co-creation'. , 2010, , .		7
24	Personal Perspectives on the Emergence of the Learning Sciences: 1970sâ€"2005. Frontiers in Education, 2020, 5, .	2.1	3
25	Mike Eisenberg: A One of a Kind Pioneer in the Learning Sciences. Journal of the Learning Sciences, 2019, 28, 678-684.	2.9	1
26	Mobile Learning. , 2022, , 362-382.		0