

Diana Franklin

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/11355405/publications.pdf>

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18
papers

492
citations

1478505

6
h-index

1474206

9
g-index

18
all docs

18
docs citations

18
times ranked

368
citing authors

#	ARTICLE	IF	CITATIONS
1	Programming languages and compiler design for realistic quantum hardware. <i>Nature</i> , 2017, 549, 180-187.	27.8	140
2	Using Upper-Elementary Student Performance to Understand Conceptual Sequencing in a Blocks-based Curriculum. , 2017, , .		72
3	Identifying elementary students' pre-instructional ability to develop algorithms and step-by-step instructions. , 2014, , .		53
4	Blockly goes to work: Block-based programming for industrial robots. , 2017, , .		46
5	A K-8 Debugging Learning Trajectory Derived from Research Literature. , 2019, , .		38
6	Mellow Writes: Extending Lifetime in Resistive Memories through Selective Slow Write Backs. , 2016, , .		26
7	A Literature Review through the Lens of Computer Science Learning Goals Theorized and Explored in Research. , 2017, , .		22
8	K-8 learning trajectories derived from research literature. <i>ACM Inroads</i> , 2018, 9, 46-55.	0.6	17
9	SQUARE: Strategic Quantum Ancilla Reuse for Modular Quantum Programs via Cost-Effective Uncomputation. , 2020, , .		16
10	Compiler Management of Communication and Parallelism for Quantum Computation. <i>Computer Architecture News</i> , 2015, 43, 445-456.	2.5	12
11	Quantum rotations. <i>Computer Architecture News</i> , 2013, 41, 166-176.	2.5	9
12	Resource optimized quantum architectures for surface code implementations of magic-state distillation. <i>Microprocessors and Microsystems</i> , 2019, 67, 56-70.	2.8	9
13	A Learning Trajectory for Variables Based in Computational Thinking Literature: Using Levels of Thinking to Develop Instruction. <i>Computer Science Education</i> , 2022, 32, 213-234.	3.7	8
14	Using participatory design to integrate stakeholder voices in the creation of a culturally relevant computing curriculum. <i>International Journal of Child-Computer Interaction</i> , 2022, 31, 100353.	3.5	6
15	Exploring Quantum Reversibility with Young Learners. , 2020, , .		6
16	Helping teachers make equitable decisions: effects of the TEC Rubric on teachers'™ evaluations of a computing curriculum. <i>Computer Science Education</i> , 2021, 31, 400-429.	3.7	5
17	Identifying Youths'™ Spheres of Influence through Participatory Design. <i>Designs for Learning</i> , 2021, 13, 20-34.	0.8	5
18	Predicting memory page stability and its application to memory deduplication and live migration. , 2017, , .		2