

Mordechai Ben-Ari

List of Publications by Year in descending order

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54
papers

2,007
citations

516215

16
h-index

344852

36
g-index

56
all docs

56
docs citations

56
times ranked

940
citing authors

#	ARTICLE	IF	CITATIONS
1	Learning computer science concepts with Scratch. Computer Science Education, 2013, 23, 239-264.	2.7	267
2	The temporal logic of branching time. Acta Informatica, 1983, 20, 207-226.	0.5	257
3	Visualizing programs with Jeliot 3. , 2004, , .		159
4	From Scratch to "Real" Programming. ACM Transactions on Computing Education, 2015, 14, 1-15.	2.9	135
5	Learning computer science concepts with scratch. , 2010, , .		133
6	The temporal logic of branching time. , 1981, , .		130
7	The Jeliot 2000 program animation system. Computers and Education, 2003, 40, 1-15.	5.1	128
8	A decade of research and development on program animation: The Jeliot experience. Journal of Visual Languages and Computing, 2011, 22, 375-384.	1.8	85
9	Fertile Zones of Cultural Encounter in Computer Science Education. Journal of the Learning Sciences, 2008, 17, 1-32.	2.0	60
10	Mathematical Logic for Computer Science. , 2012, , .		53
11	Situated Learning in Computer Science Education. Computer Science Education, 2004, 14, 85-100.	2.7	52
12	Extending the Engagement Taxonomy. ACM Transactions on Computing Education, 2009, 9, 1-27.	2.9	51
13	CS Unplugged and Middle-School Students's™ Views, Attitudes, and Intentions Regarding CS. ACM Transactions on Computing Education, 2012, 12, 1-29.	2.9	49
14	MOOCs on introductory programming. ACM Inroads, 2013, 4, 58-61.	0.4	41
15	What do we mean by theoretically sound research in computer science education?. SIGCSE Bulletin, 2004, 36, 230-231.	0.1	38
16	On understanding the statics and dynamics of object-oriented programs. SIGCSE Bulletin, 2005, 37, 226-230.	0.1	38
17	Conceptual models of software artifacts. Interacting With Computers, 2006, 18, 1336-1350.	1.0	27
18	Perspectives on Program Animation with Jeliot. Lecture Notes in Computer Science, 2002, , 31-45.	1.0	26

#	ARTICLE	IF	CITATIONS
19	We work so hard and they don't use it. SIGCSE Bulletin, 2007, 39, 246-250.	0.1	22
20	We work so hard and they don't use it. , 2007, , .		21
21	The effect of CS unplugged on middle-school students' views of CS. SIGCSE Bulletin, 2009, 41, 99-103.	0.1	21
22	A primer on model checking. ACM Inroads, 2010, 1, 40-47.	0.4	19
23	Affective effects of program visualization. , 2006, , .		18
24	Situated Learning in "This High-Technology World"™. Science and Education, 2005, 14, 367-376.	1.7	16
25	Interactive execution of distributed algorithms. Journal on Educational Resources in Computing, 2001, 1, 2.	1.3	15
26	Distributed algorithms in Java. , 1997, , .		14
27	The concept of nondeterminism. SIGCSE Bulletin, 2009, 41, 141-160.	0.1	14
28	Computer architecture and mental models. SIGCSE Bulletin, 2005, 37, 101-105.	0.1	12
29	The Evaluation of Robotics Activities for Facilitating STEM Learning. Advances in Intelligent Systems and Computing, 2018, , 132-137.	0.5	8
30	Robotics Activities"Is the Investment Worthwhile?. Lecture Notes in Computer Science, 2015, , 22-31.	1.0	8
31	Distributed algorithms in Java. SIGCSE Bulletin, 1997, 29, 62-64.	0.1	7
32	What do we mean by theoretically sound research in computer science education?. , 2004, , .		7
33	The contribution of visualization to learning computer architecture. Computer Science Education, 2007, 17, 117-127.	2.7	7
34	Teaching students to think nondeterministically. , 2008, , .		7
35	Cheap concurrent programming. Software - Practice and Experience, 1981, 11, 1261-1264.	2.5	6
36	Perceived behavior control and its influence on the adoption of software tools. , 2008, , .		6

#	ARTICLE	IF	CITATIONS
37	Visualising concurrent programs with dynamic dependence graphs. , 2011, , .		6
38	Re-engineering a concurrency simulator. , 1998, , .		5
39	Adapting and merging methodologies in doctoral research. Computer Science Education, 2009, 19, 51-67.	2.7	5
40	Objects never?. Communications of the ACM, 2010, 53, 32-35.	3.3	5
41	Thinking parallel. SIGCSE Bulletin, 1999, 31, 13-16.	0.1	4
42	Perceived behavior control and its influence on the adoption of software tools. SIGCSE Bulletin, 2008, 40, 169-173.	0.1	4
43	Evaluating a visualisation of the execution of a concurrent program. , 2011, , .		3
44	Foreet: A tool for design and documentation of fortran programs. Software - Practice and Experience, 1986, 16, 915-924.	2.5	2
45	Program animation in jeliot 3. , 2004, , .		2
46	Program animation in jeliot 3. SIGCSE Bulletin, 2004, 36, 265-265.	0.1	2
47	In defense of programming. ACM Inroads, 2016, 7, 44-46.	0.4	2
48	Teaching Robotics Concepts to Elementary School Children. Advances in Intelligent Systems and Computing, 2018, , 77-87.	0.5	2
49	DPLab. SIGCSE Bulletin, 1999, 31, 91-94.	0.1	1
50	Why you should not time-share. Software - Practice and Experience, 1979, 9, 339-340.	2.5	0
51	Virtual trees for the byzantine generals algorithm. SIGCSE Bulletin, 2004, 36, 392-396.	0.1	0
52	Demonstrating random and parallel algorithms with spin. ACM Inroads, 2012, 3, 36-38.	0.4	0
53	Temporal Logic: A Deductive System. , 2012, , 263-272.		0
54	LearnSAT: A SAT Solver for Education. Journal of Open Source Software, 2018, 3, 639.	2.0	0