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	The Evaluation of Robotics Activities for Facilitating STEM Learning. Advances in Intelligent Systems and Computing, 2018, , 132-137.	0.5	8
2	Teaching Robotics Concepts to Elementary School Children. Advances in Intelligent Systems and Computing, 2018, , 77-87.	0.5	2
3	LearnSAT: A SAT Solver for Education. Journal of Open Source Software, 2018, 3, 639.	2.0	0
4	In defense of programming. ACM Inroads, 2016, 7, 44-46.	0.4	2
5	From Scratch to â€œRealâ€•Programming. ACM Transactions on Computing Education, 2015, 14, 1-15.	2.9	135
6	Robotics Activitiesâ€“Is the Investment Worthwhile?. Lecture Notes in Computer Science, 2015, , 22-31.	1.0	8
7	MOOCs on introductory programming. ACM Inroads, 2013, 4, 58-61.	0.4	41
8	Learning computer science concepts with Scratch. Computer Science Education, 2013, 23, 239-264.	2.7	267
9	CS Unplugged and Middle-School Studentsâ€™ Views, Attitudes, and Intentions Regarding CS. ACM Transactions on Computing Education, 2012, 12, 1-29.	2.9	49
10	Demonstrating random and parallel algorithms with spin. ACM Inroads, 2012, 3, 36-38.	0.4	0
11	Mathematical Logic for Computer Science. , 2012, , .		53
12	Temporal Logic: A Deductive System. , 2012, , 263-272.		0
13	Visualising concurrent programs with dynamic dependence graphs. , 2011, , .		6
14	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
15	Evaluating a visualisation of the execution of a concurrent program. , 2011, , .		3
16	A primer on model checking. ACM Inroads, 2010, 1, 40-47.	0.4	19
17	Objects never?. Communications of the ACM, 2010, 53, 32-35.	3.3	5
18	Learning computer science concepts with scratch. , 2010, , .		133

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19	Adapting and merging methodologies in doctoral research. Computer Science Education, 2009, 19, 51-67.	2.7	5
20	Extending the Engagement Taxonomy. ACM Transactions on Computing Education, 2009, 9, 1-27.	2.9	51
21	The concept of nondeterminism. SIGCSE Bulletin, 2009, 41, 141-160.	0.1	14
22	The effect of CS unplugged on middle-school students' views of CS. SIGCSE Bulletin, 2009, 41, 99-103.	0.1	21
23	Fertile Zones of Cultural Encounter in Computer Science Education. Journal of the Learning Sciences, 2008, 17, 1-32.	2.0	60
24	Perceived behavior control and its influence on the adoption of software tools. , 2008, , .		6
25	Perceived behavior control and its influence on the adoption of software tools. SIGCSE Bulletin, 2008, 40, 169-173.	0.1	4
26	Teaching students to think nondeterministically. , 2008, , .		7
27	The contribution of visualization to learning computer architecture. Computer Science Education, 2007, 17, 117-127.	2.7	7
28	We work so hard and they don't use it. , 2007, , .		21
29	We work so hard and they don't use it. SIGCSE Bulletin, 2007, 39, 246-250.	0.1	22
30	Conceptual models of software artifacts. Interacting With Computers, 2006, 18, 1336-1350.	1.0	27
31	Affective effects of program visualization. , 2006, , .		18
32	Situated Learning in â€˜This High-Technology Worldâ€™. Science and Education, 2005, 14, 367-376.	1.7	16
33	On understanding the statics and dynamics of object-oriented programs. SIGCSE Bulletin, 2005, 37, 226-230.	0.1	38
34	Computer architecture and mental models. SIGCSE Bulletin, 2005, 37, 101-105.	0.1	12
35	What do we mean by theoretically sound research in computer science education?. , 2004, , .		7
36	Situated Learning in Computer Science Education. Computer Science Education, 2004, 14, 85-100.	2.7	52

#	Article	IF	Citations
37	Visualizing programs with Jeliot 3. , 2004, , .		159
38	Program animation in jeliot 3. , 2004, , .		2
39	Virtual trees for the byzantine generals algorithm. SIGCSE Bulletin, 2004, 36, 392-396.	0.1	0
40	Program animation in jeliot 3. SIGCSE Bulletin, 2004, 36, 265-265.	0.1	2
41	What do we mean by theoretically sound research in computer science education?. SIGCSE Bulletin, 2004, 36, 230-231.	0.1	38
42	The Jeliot 2000 program animation system. Computers and Education, 2003, 40, 1-15.	5.1	128
43	Perspectives on Program Animation with Jeliot. Lecture Notes in Computer Science, 2002, , 31-45.	1.0	26
44	Interactive execution of distributed algorithms. Journal on Educational Resources in Computing, 2001, 1, 2.	1.3	15
45	Thinking parallel. SIGCSE Bulletin, 1999, 31, 13-16.	0.1	4
46	DPLab. SIGCSE Bulletin, 1999, 31, 91-94.	0.1	1
47	Re-engineering a concurrency simulator. , 1998, , .		5
48	Distributed algorithms in Java. , 1997, , .		14
49	Distributed algorithms in Java. SIGCSE Bulletin, 1997, 29, 62-64.	0.1	7
50	Foreet: A tool for design and documentation of fortran programs. Software - Practice and Experience, 1986, 16, 915-924.	2.5	2
51	The temporal logic of branching time. Acta Informatica, 1983, 20, 207-226.	0.5	257
52	Cheap concurrent programming. Software - Practice and Experience, 1981, 11, 1261-1264.	2.5	6
53	The temporal logic of branching time. , 1981, , .		130
54	Why you should not time-share. Software - Practice and Experience, 1979, 9, 339-340.	2.5	0