

Noel Enyedy

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1274868/publications.pdf>

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34
papers

1,329
citations

471509

17
h-index

477307

29
g-index

36
all docs

36
docs citations

36
times ranked

962
citing authors

#	ARTICLE	IF	CITATIONS
1	Learning physics through play in an augmented reality environment. <i>International Journal of Computer-Supported Collaborative Learning</i> , 2012, 7, 347-378.	3.0	161
2	Little science confronts the data deluge: habitat ecology, embedded sensor networks, and digital libraries. <i>International Journal on Digital Libraries</i> , 2007, 7, 17-30.	1.5	141
3	Complex dilemmas of identity and practice. <i>Science Education</i> , 2006, 90, 68-93.	3.0	133
4	Inventing Mapping: Creating Cultural Forms to Solve Collective Problems. <i>Cognition and Instruction</i> , 2005, 23, 427-466.	2.9	102
5	They Don't Show Nothing I Didn't Know: Emergent Tensions Between Culturally Relevant Pedagogy and Mathematics Pedagogy. <i>Journal of the Learning Sciences</i> , 2007, 16, 139-174.	2.9	80
6	Constructing liminal blends in a collaborative augmented-reality learning environment. <i>International Journal of Computer-Supported Collaborative Learning</i> , 2015, 10, 7-34.	3.0	78
7	Inquiry in interaction: How local adaptations of curricula shape classroom communities. <i>Journal of Research in Science Teaching</i> , 2004, 41, 905-935.	3.3	65
8	Negotiated representational mediators: How young children decide what to include in their science representations. <i>Science Education</i> , 2007, 91, 1-35.	3.0	59
9	Studying the Struggle. <i>American Behavioral Scientist</i> , 2007, 51, 419-443.	3.8	55
10	Knowledge Construction and Collective Practice: At the Intersection of Learning, Talk, and Social Configurations in a Computer-Mediated Mathematics Classroom. <i>Journal of the Learning Sciences</i> , 2003, 12, 361-407.	2.9	49
11	Revoicing in a Multilingual Classroom. <i>Mathematical Thinking and Learning</i> , 2008, 10, 134-162.	1.2	47
12	Picking Up the Mantle of "Expert": Assigned Roles, Assertion of Identity, and Peer Recognition Within a Programming Class. <i>Mind, Culture, and Activity</i> , 2013, 20, 113-131.	1.9	42
13	Learning in embodied activity framework: a sociocultural framework for embodied cognition. <i>International Journal of Computer-Supported Collaborative Learning</i> , 2020, 15, 49-87.	3.0	42
14	From dialogue to monologue and back: Middle spaces in computer-mediated learning. <i>International Journal of Computer-Supported Collaborative Learning</i> , 2006, 1, 413-439.	3.0	37
15	Organising a culture of argumentation in elementary science. <i>International Journal of Science Education</i> , 2019, 41, 1848-1869.	1.9	32
16	Analyzing Collaboration. , 2014, , 191-212.		22
17	Why Engaging in Mathematical Practices May Explain Stronger Outcomes in Affect and Engagement: Comparing Student-Driven With Highly Guided Inquiry. <i>Journal of the Learning Sciences</i> , 2015, 24, 550-592.	2.9	20
18	Negotiating the "Relevant" in Culturally Relevant Mathematics. <i>Canadian Journal of Science, Mathematics and Technology Education</i> , 2011, 11, 273-291.	1.0	16

#	ARTICLE	IF	CITATIONS
19	Roles, Rules, and Keys: How Different Play Configurations Shape Collaborative Science Inquiry. <i>Journal of the Learning Sciences</i> , 2019, 28, 513-555.	2.9	16
20	Latour goes to kindergarten: Children marshaling allies in a spontaneous argument about what counts as science. <i>Learning, Culture and Social Interaction</i> , 2015, 5, 5-19.	1.8	12
21	Agency, Embodiment, & Affect During Play in a Mixed-Reality Learning Environment. , 2017, , .		12
22	Tracing bodies through liminal blends in a mixed reality learning environment. <i>International Journal of Science Education</i> , 2020, 42, 3093-3115.	1.9	11
23	Re-storying practice: Using stories about students to advance mathematics education reform. <i>Teaching and Teacher Education</i> , 2013, 31, 1-12.	3.2	9
24	Cognition and Instruction in Transition. <i>Cognition and Instruction</i> , 2017, 35, 1-3.	2.9	9
25	Situating video as context for teacher learning. <i>Learning, Culture and Social Interaction</i> , 2021, 30, 100542.	1.8	9
26	Immersive Environments: Learning in Augmented+Virtual Reality. , 2021, , 389-405.		9
27	Active and supportive computer-mediated resources for student-to-student conversations. , 1997, , .		7
28	The impact of different play activity designs on students' embodied learning. <i>Information and Learning Science</i> , 2019, 120, 611-639.	1.3	5
29	Social Affordances of Mixed Reality Learning Environments: A case from the Science through Technology Enhanced Play project (STEP). , 2017, , .		5
30	Integrating Viewpoint and Space: How Lamination across Gesture, Body Movement, Language, and Material Resources Shapes Learning. <i>Cognition and Instruction</i> , 2021, 39, 328-365.	2.9	3
31	Instructional improv to analyze inquiry-based science teaching: Zed's dead and the missing flower. <i>Smart Learning Environments</i> , 2021, 8, .	7.6	2
32	Learners as phenomena: Expansive inquiry as students embody water particles. <i>Learning, Culture and Social Interaction</i> , 2021, 31, 100572.	1.8	2
33	Elementary students learning science in an MR environment by constructing liminal blends through action on props. <i>Information and Learning Science</i> , 2021, 122, 525-545.	1.3	1
34	Analyzing Collaboration. , 2022, , 196-216.		0