Teomara Rutherford

List of Publications by Year in descending order

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#	Article	IF	CITATIONS
1	Leveraging mathematics software data to understand student learning and motivation during the COVID-19 pandemic. Journal of Research on Technology in Education, 2022, 54, S94-S131.	6.5	9
2	Understanding elementary mathematics teachers' intention to use a digital game through the technology acceptance model. Education and Information Technologies, 2022, 27, 11515-11536.	5.7	11
3	Modality motivation: Selection effects and motivational differences in students who choose to take courses online. Internet and Higher Education, 2021, 49, 100793.	6.5	27
4	Work-in-Progress-Design and Evaluation of Mixed Reality Programs for Cybersecurity Education. , 2021, , .		2
5	Mixed feelings: Profiles of emotions among elementary mathematics students and how they function within a control-value framework. Contemporary Educational Psychology, 2021, 66, 101996.	2.9	6
6	"l Chose Math Because…― Cognitive interviews of a motivation measure. Contemporary Educational Psychology, 2021, 66, 101992.	2.9	2
7	Augmented Reality-Based Cybersecurity Education on Phishing. , 2021, , .		3
8	Impact on mathematics self-beliefs from a mastery-based mathematics software. Journal of Research on Technology in Education, 2020, 52, 79-94.	6.5	6
9	A Field Study of Teachers Using a Curriculum-integrated Digital Game. , 2019, , .		10
10	Fraction errors in a digital mathematics environment: Latent class and transition analysis. Journal of Numerical Cognition, 2019, 5, 158-188.	1.2	2
11	Is the spatial/math connection unique? Associations between mental rotation and elementary mathematics and English achievement. Learning and Individual Differences, 2018, 62, 180-199.	2.7	8
12	Links between achievement, executive functions, and selfâ€regulated learning. Applied Cognitive Psychology, 2018, 32, 763-774.	1.6	32
13	Blood from a stone: Where teachers report finding time for computer-based instruction. Computers and Education, 2018, 127, 165-177.	8.3	6
14	Teacher value for professional development, self-efficacy, and student outcomes within a digital mathematics intervention. Contemporary Educational Psychology, 2017, 51, 22-36.	2.9	32
15	Within and between person associations of calibration and achievement. Contemporary Educational Psychology, 2017, 49, 226-237.	2.9	13
16	Using Serious Game Analytics to Inform Digital Curricular Sequencing. , 2017, , .		12
17	The measurement of calibration in real contexts. Learning and Instruction, 2017, 47, 33-42.	3.2	8
18	Emotional well-being and discrepancies between child and parent educational expectations and aspirations in middle and high school. International Journal of Adolescence and Youth, 2015, 20, 69-85.	1.8	26

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#	Article	IF	CITATIONS
19	Raising the stakes: How students' motivation for mathematics associates with high- and low-stakes test achievement. Learning and Individual Differences, 2015, 39, 49-63.	2.7	28
20	A Randomized Trial of an Elementary School Mathematics Software Intervention: Spatial-Temporal Math. Journal of Research on Educational Effectiveness, 2014, 7, 358-383.	1.6	43
21	Alignment of game design features and state mathematics standards: Do results reflect intentions?. Computers and Education, 2014, 76, 215-224.	8.3	16
22	The effects of mathematics instruction using spatial temporal cognition on teacher efficacy and instructional practices. Computers in Human Behavior, 2012, 28, 340-349.	8.5	15