Ãœnal Ãåkiroğlu

List of Publications by Year
in descending order

		1163117	752698
24 papers	**446** citations	**8** h-index	**20** g-index
24 all docs	**24** docs citations	**24** times ranked	**384** citing authors

#	Article	IF	Citations
1	Development of fire safety behavioral skills via virtual reality. Computers and Education, 2019, 133, 56-68.	8.3	127
2	Gamifying an ICT course: Influences on engagement and academic performance. Computers in Human Behavior, 2017, 69, 98-107.	8.5	122
3	Flipped learning design in EFL classrooms: implementing self-regulated learning strategies to develop language skills. Smart Learning Environments, 2021, 8, .	7.6	42
4	Learning objects in high school mathematics classrooms: Implementation and evaluation. Computers and Education, 2010, 55, 1459-1469.	8.3	34
5	Online project based learning via cloud computing: exploring roles of instructor and students. Interactive Learning Environments, 2019, 27, 547-566.	6.4	13
6	Understanding students' abstractions in block-based programming environments: A performance based evaluation. Thinking Skills and Creativity, 2021, 41, 100888.	3.5	12
7	Focus-Fight-Finalize (3F): Problem-Solving Steps Extracted From Behavioral Patterns in Block Based Programming. Journal of Educational Computing Research, 2020, 58, 1279-1310.	5.5	11
8	A Design Model for Using Virtual Reality in Behavioral Skills Training. Journal of Educational Computing Research, 2019, 57, 1723-1744.	5.5	10
9	Understanding community in synchronous online learning: do perceptions match behaviours?. Open Learning, 2020, 35, 105-121.	4.0	9
10	Exploring extraneous cognitive load in an instructional process via the web conferencing system. Behaviour and Information Technology, 2017, 36, 713-725.	4.0	8
11	Exploring collaboration in learning by design via weblogs. Journal of Computing in Higher Education, 2017, 29, 309-330.	6.1	8
12	The gap between expectations and reality: integrating computers into mathematics classrooms. Asia Pacific Education Review, 2009, 10, 505-515.	2.5	7
13	Assessing teachers' PCK to teach computational thinking via robotic programming. Interactive Learning Environments, 2023, 31, 818-835.	6.4	7
14	Perceived learning in virtual reality and animation-based learning environments: A case of the understanding our body topic. Education and Information Technologies, 2021, 26, 5109-5126.	5.7	7
15	Flipping the experimentation process: influences on science process skills. Educational Technology Research and Development, 2020, 68, 3425-3448.	2.8	6
16	A framework for measuring abstraction as a sub-skill of computational thinking in block-based programming environments. Education and Information Technologies, 2022, 27, 9455-9484.	5.7	5
17	How to gamify?: Example scenarios for participation in synchronous online learning. E-Learning and Digital Media, 2018, 15, 254-266.	2.6	3
18	Connections Between Learning Styles and Perceived Cognitive Load in Multimedia Learning: An Experimental Study. Journal of Educational Technology Systems, 2020, 48, 553-573.	5.8	3

#	Article	IF	Citations
19	Modelling online community constructs through interaction data: A learning analytics based Approach. Education and Information Technologies, 2022, 27, 8311-8328.	5.7	3
20	Creating concept maps with augmented reality: a case of eclipse of the lunar and solar topic. Research and Practice in Technology Enhanced Learning, 2022, 17, .	3.2	3
21	The effectiveness of peer tutoring in remedying misconceptions of operating system concepts: A design-based approach. Education and Information Technologies, 2017, 22, 1249-1269.	5.7	2
22	ICT teachersâ€™ adaptations toÂonlineÂinstruction during Covid-19 pandemic. International Journal of Information and Learning Technology, 2022, 39, 209-226.	2.3	2
23	Exploring online study behaviors of adult learners: A case study focusing on teachersâ€™ professional development program. E-Learning and Digital Media, 2022, 19, 274-294.	2.6	1
24	TÃ¼rkÃ§enin Uzaktan Ã–ÄŸretimi ve Ã–ÄŸrenimi. , 2021, , .		1