## Ünal ÇkiroÄĶu

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/1451634/publications.pdf

Version: 2024-02-01

24 papers 446 citations

8 h-index 752698 20 g-index

24 all docs

24 docs citations

times ranked

24

384 citing authors

#	Article	IF	CITATIONS
1	Assessing teachers' PCK to teach computational thinking via robotic programming. Interactive Learning Environments, 2023, 31, 818-835.	6.4	7
2	Exploring online study behaviors of adult learners: A case study focusing on teachers' professional development program. E-Learning and Digital Media, 2022, 19, 274-294.	2.6	1
3	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
4	Modelling online community constructs through interaction data: A learning analytics based Approach. Education and Information Technologies, 2022, 27, 8311-8328.	5.7	3
5	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
6	ICT teachers' adaptations toÂonlineÂinstruction during Covid-19 pandemic. International Journal of Information and Learning Technology, 2022, 39, 209-226.	2.3	2
7	Flipped learning design in EFL classrooms: implementing self-regulated learning strategies to develop language skills. Smart Learning Environments, 2021, 8, .	7.6	42
8	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
9	Understanding students' abstractions in block-based programming environments: A performance based evaluation. Thinking Skills and Creativity, 2021, 41, 100888.	3.5	12
10	Türkçenin Uzaktan Öğretimi ve Öğrenimi. , 2021, , .		1
10	Týrkçenin Uzaktan Öğretimi ve Öğrenimi., 2021,,.  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
	Connections Between Learning Styles and Perceived Cognitive Load in Multimedia Learning: An	5.8	
11	Connections Between Learning Styles and Perceived Cognitive Load in Multimedia Learning: An Experimental Study. Journal of Educational Technology Systems, 2020, 48, 553-573.  Understanding community in synchronous online learning: do perceptions match behaviours?. Open		3
11 12	Connections Between Learning Styles and Perceived Cognitive Load in Multimedia Learning: An Experimental Study. Journal of Educational Technology Systems, 2020, 48, 553-573.  Understanding community in synchronous online learning: do perceptions match behaviours?. Open Learning, 2020, 35, 105-121.  Flipping the experimentation process: influences on science process skills. Educational Technology	4.0	9
11 12 13	Connections Between Learning Styles and Perceived Cognitive Load in Multimedia Learning: An Experimental Study. Journal of Educational Technology Systems, 2020, 48, 553-573.  Understanding community in synchronous online learning: do perceptions match behaviours?. Open Learning, 2020, 35, 105-121.  Flipping the experimentation process: influences on science process skills. Educational Technology Research and Development, 2020, 68, 3425-3448.  Focus-Fight-Finalize (3F): Problem-Solving Steps Extracted From Behavioral Patterns in Block Based	2.8	9
11 12 13 14	Connections Between Learning Styles and Perceived Cognitive Load in Multimedia Learning: An Experimental Study. Journal of Educational Technology Systems, 2020, 48, 553-573.  Understanding community in synchronous online learning: do perceptions match behaviours?. Open Learning, 2020, 35, 105-121.  Flipping the experimentation process: influences on science process skills. Educational Technology Research and Development, 2020, 68, 3425-3448.  Focus-Fight-Finalize (3F): Problem-Solving Steps Extracted From Behavioral Patterns in Block Based Programming. Journal of Educational Computing Research, 2020, 58, 1279-1310.  Online project based learning via cloud computing: exploring roles of instructor and students.	4.0 2.8 5.5	3 9 6 11
11 12 13 14	Connections Between Learning Styles and Perceived Cognitive Load in Multimedia Learning: An Experimental Study. Journal of Educational Technology Systems, 2020, 48, 553-573.  Understanding community in synchronous online learning: do perceptions match behaviours?. Open Learning, 2020, 35, 105-121.  Flipping the experimentation process: influences on science process skills. Educational Technology Research and Development, 2020, 68, 3425-3448.  Focus-Fight-Finalize (3F): Problem-Solving Steps Extracted From Behavioral Patterns in Block Based Programming. Journal of Educational Computing Research, 2020, 58, 1279-1310.  Online project based learning via cloud computing: exploring roles of instructor and students. Interactive Learning Environments, 2019, 27, 547-566.  Development of fire safety behavioral skills via virtual reality. Computers and Education, 2019, 133,	4.0 2.8 5.5	3 9 6 11

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19	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
20	Exploring extraneous cognitive load in an instructional process via the web conferencing system. Behaviour and Information Technology, 2017, 36, 713-725.	4.0	8
21	Gamifying an ICT course: Influences on engagement and academic performance. Computers in Human Behavior, 2017, 69, 98-107.	8.5	122
22	Exploring collaboration in learning by design via weblogs. Journal of Computing in Higher Education, 2017, 29, 309-330.	6.1	8
23	Learning objects in high school mathematics classrooms: Implementation and evaluation. Computers and Education, 2010, 55, 1459-1469.	8.3	34
24	The gap between expectations and reality: integrating computers into mathematics classrooms. Asia Pacific Education Review, 2009, 10, 505-515.	2.5	7