Yishay Mor

List of Publications by Year
in descending order

33 papers	1,085 citations	623734 14 h-index	454955 30 g-index
40 all docs	40 docs citations	40 times ranked	719 citing authors

#	Article	IF	Citations
1	Towards a signature pedagogy for technology-enhanced task-based language teaching: Defining its design principles. ReCALL, 2023, 35, 4-18.	5.2	4
2	Hybrid learning spacesâ€"â€"Design, data, didactics. British Journal of Educational Technology, 2020, 51, 1039-1044.	6.3	39
3	Three cases of hybridity in learning spaces: Towards a design for a Zone of Possibility. British Journal of Educational Technology, 2020, 51, 1155-1167.	6.3	14
4	Design for collective intelligence: pop-up communities in MOOCs. AI and Society, 2018, 33, 91-100.	4.6	11
5	Responsive learning design: Epistemic fluency and generative pedagogical practices. British Journal of Educational Technology, 2018, 49, 1162-1173.	6.3	9
6	MOOC Design Workshop: Educational Innovation with Empathy and Intent. Lecture Notes in Computer Science, 2016, , 453-459.	1.3	7
7	Using the Hybrid Social Learning Network to Explore Concepts, Practices, Designs and Smart Services for Networked Professional Learning. Lecture Notes in Educational Technology, 2016, , 123-129.	0.8	4
8	A set of patterns for the structured design of MOOCs. Open Learning, 2015, 30, 206-220.	4.0	23
9	Supporting teachers in dataâ€informed educational design. British Journal of Educational Technology, 2015, 46, 265-279.	6.3	57
10	Editorial: Learning design, teacher inquiry into student learning and learning analytics: A call for action. British Journal of Educational Technology, 2015, 46, 221-229.	6.3	136
11	Teachersâ€™ Perceptions About the HANDSON MOOC: A Learning Design Studio Case. Lecture Notes in Computer Science, 2015, , 420-427.	1.3	10
12	Patterns of Practice and Design: Towards an Agile Methodology for Educational Design Research. Lecture Notes in Computer Science, 2015, , 605-608.	1.3	3
13	From idea to VLE in half a day. , 2014, , .		6
14	The learning design studio: collaborative design inquiry as teachersâ€™ professional development. Research in Learning Technology, 2013, 21, .	2.3	38
15	Augmented Reality and Mobile Learning. International Journal of Mobile and Blended Learning, 2013, 5, 43-58.	0.8	124
16	Learning Design Studio: Educational Practice as Design Inquiry of Learning. Lecture Notes in Computer Science, 2013, , 233-245.	1.3	7
17	Towards an Integrated Model of Teacher Inquiry into Student Learning, Learning Design and Learning Analytics. Lecture Notes in Computer Science, 2013, , 605-606.	1.3	5
18	Learning design: reflections upon the current landscape. Research in Learning Technology, 2012, 20, 19196.	2.3	60

#	Article	IF	Citations
19	Participatory pattern workshops: a methodology for open learning design inquiry. Research in Learning Technology, 2012, 20, 19197.	2.3	23
20	Formative e-assessment: Practitioner cases. Computers and Education, 2010, 54, 715-721.	8.3	120
21	Exploring formative eâ€assessment: using case stories and design patterns. Assessment and Evaluation in Higher Education, 2010, 35, 619-636.	5.6	45
22	Dealing with abstraction: Case study generalisation as a method for eliciting design patterns. Computers in Human Behavior, 2009, 25, 1079-1088.	8.5	25
23	MobMaps: Towards a Shared Environment for Collaborative Social Activism. Lecture Notes in Computer Science, 2009, , 295-302.	1.3	1
24	IDR: A participatory methodology for interdisciplinary design in technology enhanced learning. Computers and Education, 2008, 50, 579-600.	8.3	54
25	Programming as mathematical narrative. International Journal of Continuing Engineering Education and Life-Long Learning, 2008, 18, 214.	0.2	9
26	Participatory design in open education: a workshop model for developing a pattern language. Journal of Interactive Media in Education, 2008, 2008, 12.	1.7	14
27	Design approaches in technology-enhanced learning. Interactive Learning Environments, 2007, 15, 61-75.	6.4	113
28	Designing for constructionist web-based knowledge building. , 2005, , .		3
29	Learn your opponent's strategy (in polynomial time)!. Lecture Notes in Computer Science, 1996, , 164-176.	1.3	10
30	Learning design Rashomon I - supporting the design of one lesson through different approaches. Research in Learning Technology, 0, 21, .	2.3	26
31	Editorial: The art and science of learning design. Research in Learning Technology, 0, 21, .	2.3	39
32	Embedding Design Patterns in a Methodology for a Design Science of E-Learning. , 0, , 107-134.		3
33	Formative E-Assessment. , 0, , 199-219.		2