Andrew Luxton-Reilly

List of Publications by Year
in descending order

104	2,747	840119 11	794141 19
papers	citations	h-index	g-index

104	104	104	930
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Introductory programming: a systematic literature review. , 2018, , .		259
2	Evaluating a new exam question. , 2008, , .		159
3	PeerWise. , 2008, , .		157
4	Contributing student pedagogy. SIGCSE Bulletin, 2008, 40, 194-212.	0.1	135
5	Learning to Program is Easy. , 2016, , .		116
6	Enhancing syntax error messages appears ineffectual. , 2014, , .		111
7	All syntax errors are not equal. , 2012, , .		99
8	The Robots Are Coming: Exploring the Implications of OpenAI Codex on Introductory Programming. , 2022, , .		95
9	Intelligent tutoring systems for programming education. , 2018, , .		90
10	A systematic review of tools that support peer assessment. Computer Science Education, 2009, 19, 209-232.	2.7	87
11	Understanding the syntax barrier for novices. , 2011, , .		86
12	CodeWrite. , 2011, , .		67
13	The Compound Nature of Novice Programming Assessments. , 2017, , .		60
14	Tools for "contributing student learning". ACM Inroads, 2011, 2, 78-91.	0.4	51
15	A comparison of peer and tutor feedback. Assessment and Evaluation in Higher Education, 2015, 40, 151-164.	3.9	50
16	Creating 360Â° educational video. , 2016, , .		47
17	A Review of Research on Parsons Problems. , 2020, , .		47
18	Gamification of student peer review in education: A systematic literature review. Education and Information Technologies, 2020, 25, 5205-5234.	3.5	43

#	Article	IF	Citations
19	Developing Assessments to Determine Mastery of Programming Fundamentals. , 2018, , .		42
20	Constructive evaluation: a pedagogy of student-contributed assessment. Computer Science Education, 2010, 20, 145-167.	2.7	36
21	Common logic errors made by novice programmers. , 2018, , .		33
22	Transitioning from Block-Based to Text-Based Programming Languages. , 2018, , .		29
23	Is computing for social good the solution to closing the gender gap in computer science?. , 2016, , .		28
24	Towards a Framework for Teaching Debugging. , 2019, , .		28
25	Student use of the PeerWise system. , 2008, , .		27
26	A Review of Peer Code Review in Higher Education. ACM Transactions on Computing Education, 2020, 20, 1-25.	2.9	27
27	Fifteen Years of Introductory Programming in Schools. , 2019, , .		25
28	Pass Rates in Introductory Programming and in other STEM Disciplines. , 2019, , .		25
29	Investigating pair-programming in a 2nd-year software development and design computer science course. , 2005, , .		24
30	Student use of the PeerWise system. SIGCSE Bulletin, 2008, 40, 73-77.	0.1	24
31	Quality of peer assessment in CS1. , 2009, , .		24
32	On the differences between correct student solutions. , 2013, , .		24
33	Mastery Learning in Computer Science Education. , 2019, , .		24
34	A replicated experiment of pair-programming in a 2nd-year software development and design computer science course. SIGCSE Bulletin, 2006, 38, 108-112.	0.1	23
35	Understanding semantic style by analysing student code. , 2018, , .		23
36	Ladebug: an online tool to help novice programmers improve their debugging skills. , 2018, , .		23

#	Article	IF	Citations
37	Computing Education Research Landscape through an Analysis of Keywords. , 2020, , .		21
38	Coverage of course topics in a student generated MCQ repository. , 2009, , .		19
39	Automatic assessment of OpenGL computer graphics assignments. , 2018, , .		19
40	Improving complex task performance using a sequence of simple practice tasks. , 2018, , .		19
41	On Assuring Learning About Code Quality. , 2020, , .		19
42	PeerWise. , 2008, , .		16
43	The impact of question generation activities on performance. , 2012, , .		16
44	Self-predicted and actual performance in an introductory programming course. , 2010, , .		15
45	Novice Reflections on Debugging. , 2021, , .		15
46	A replicated experiment of pair-programming in a 2nd-year software development and design computer science course. , 2006, , .		14
47	Tools for "contributing student learning". , 2010, , .		13
48	Freeform digital ink annotations in electronic documents: A systematic mapping study. Computers and Graphics, 2016, 55, 1-20.	1.4	13
49	Developing Assessments to Determine Mastery of Programming Fundamentals. , 2017, , .		13
50	Expanding Opportunities: Assessing and Addressing Geographic Diversity at the SIGCSE Technical Symposium. , 2021, , .		13
51	Contributing student pedagogy. Computer Science Education, 2012, 22, 315-318.	2.7	12
52	Resources and Support for the Implementation of Digital Technologies in New Zealand Schools. , 2019, , .		12
53	Technologies and Tools to Support Teaching and Learning Computer Graphics. , 2019, , .		12
54	Comparing sequential and parallel code review techniques for formative feedback. , 2018, , .		11

#	Article	IF	Citations
55	A simple framework for interactive games in CS1. , 2009, , .		10
56	Exploring Personalization of Gamification in an Introductory Programming Course. , 2021, , .		10
57	StudySieve. , 2010, , .		10
58	Improving Global Participation in the SIGCSE Technical Symposium. , 2020, , .		10
59	Supporting student-generated free-response questions. , 2011, , .		9
60	Teaching Cyber Security Using Competitive Software Obfuscation and Reverse Engineering Activities. , 2018, , .		9
61	Objects Count so Count Objects!. , 2018, , .		9
62	A review of introductory programming research 2003â€“2017. , 2018, , .		9
63	Using Mobile Augmented Reality for Teaching 3D Transformations. , 2021, , .		9
64	Activities, affordances and attitude. , 2012, , .		8
65	Gender Equity in Computing. , 2016, , .		8
66	CodeRunnerGL - An Interactive Web-Based Tool for Computer Graphics Teaching and Assessment. , 2019, , .		7
67	Improving Student Peer Code Review Using Gamification. , 2021, , .		7
68	A Case Study of a Cybersecurity Programme. , 2020, , .		7
69	Can We Trust Our Results? A Mapping Study on Data Quality. , 2013, , .		6
70	Investigating Accuracy and Perceived Value of Feedback in Peer Code Review Using Gamification. , 2021, , .		6
71	A Semblance of Similarity: Student Categorisation of Simple Algorithmic Problem Statements. , 2021, , .		6
72	A Miss is as Good as a Mile. , 2020, , .		6

#	Article	IF	Citations
73	Coverage of course topics in a student generated MCQ repository. SIGCSE Bulletin, 2009, 41, 11-15.	0.1	5
74	Rubrics used in peer assessment. , 2016, , .		5
75	Mobile Augmented Reality as a Teaching Medium in an Introductory Computer Graphics Course. , 2018, , .		5
76	A simple framework for interactive games in CS1. SIGCSE Bulletin, 2009, 41, 216-220.	0.1	5
77	Evaluating the Quality of Datasets in Software Engineering. Advanced Science Letters, 2018, 24, 7232-7239.	0.2	5
78	Teacher perceptions of feedback in high school programming education. , 2020, , .		5
79	Expansion cursor. , 2016, , .		4
80	Evaluation of the Implementation of a Timer in Gamified Programming Exercises. , 2018, , .		4
81	An Observational Study of How Experienced Programmers Annotate Program Code. Lecture Notes in Computer Science, 2015, , 177-194.	1.0	4
82	Thumbs Up: 3D Gesture Input on Mobile Phones Using the Front Facing Camera. Lecture Notes in Computer Science, 2013, , 318-336.	1.0	4
83	Why are 3D Transformations in Computer Graphics Difficult? An Analysis of a Decade of Exam Questions. , 2022, , .		4
84	Using an Assessment Tool to Create Sandboxes for Computer Graphics Teaching in an Online Environment. , 2021, , .		4
85	High School Teachersâ€™ Understanding of Code Style. , 2020, , .		3
86	Teaching and Learning 3D Transformations in Introductory Computer Graphics: A User Study. , 2022, , .		3
87	A case study of multi-institutional contributing-student pedagogy. Computer Science Education, 2012, 22, 389-411.	2.7	2
88	Design eye. , 2013, , .		2
89	Tabletop 3D Object Manipulation with Touch and Tangibles. , 2016, , 11-32.		2
90	What is in our datasets?. , 2016, , .		2

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91	How Can Adding a Movement Improve Target Acquisition Efficacy?. Lecture Notes in Computer Science, 2017, , 496-514.	1.0	2
92	HandsUp: An In-Class Question Posing Tool. , 2018, , .		2
93	Analysis of a Process for Introductory Debugging. , 2021, , .		2
94	Confirmation Bias and Other Flaws in Citing Pass Rate Studies. , 2021, , .		2
95	Block-Based Object-Oriented Programming. IEEE Transactions on Learning Technologies, 2022, 15, 439-453.	2.2	2
96	Surface air hockey. , 2016, , .		1
97	A survey of intelligent digital ink tools use in STEM education. , 2017, , .		1
98	The Impact of Multiple Choice Question Design on Predictions of Performance. , 2021, , .		1
99	Who changed my annotation? An investigation into refitting freeform ink annotations. , 2016, , .		0
100	ThinkInk - An Intelligent Sketch Tool for Learning Data Structures. , 2018, , .		0
101	Knowledge Sequencing in Online Courses for Introductory Programming. , 2018, , .		0
102	Unencapsulated Collection. , 2018, , .		0
103	Pass Rates in STEM Disciplines Including Computing. , 2019, , .		0
104	Visual Guides for Comprehending Digital Ink in Distortion Lenses. , 0, , .		0