

# Andrew Luxton-Reilly

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1566274/publications.pdf>

Version: 2024-02-01

104  
papers

2,747  
citations

840119

11  
h-index

794141

19  
g-index

104  
all docs

104  
docs citations

104  
times ranked

930  
citing authors

#	ARTICLE	IF	CITATIONS
1	The Robots Are Coming: Exploring the Implications of OpenAI Codex on Introductory Programming. , 2022, , .		95
2	Why are 3D Transformations in Computer Graphics Difficult? An Analysis of a Decade of Exam Questions. , 2022, , .		4
3	Teaching and Learning 3D Transformations in Introductory Computer Graphics: A User Study. , 2022, , .		3
4	Block-Based Object-Oriented Programming. IEEE Transactions on Learning Technologies, 2022, 15, 439-453.	2.2	2
5	The Impact of Multiple Choice Question Design on Predictions of Performance. , 2021, , .		1
6	Improving Student Peer Code Review Using Gamification. , 2021, , .		7
7	Analysis of a Process for Introductory Debugging. , 2021, , .		2
8	Expanding Opportunities: Assessing and Addressing Geographic Diversity at the SIGCSE Technical Symposium. , 2021, , .		13
9	Novice Reflections on Debugging. , 2021, , .		15
10	Using Mobile Augmented Reality for Teaching 3D Transformations. , 2021, , .		9
11	Exploring Personalization of Gamification in an Introductory Programming Course. , 2021, , .		10
12	Investigating Accuracy and Perceived Value of Feedback in Peer Code Review Using Gamification. , 2021, , .		6
13	Confirmation Bias and Other Flaws in Citing Pass Rate Studies. , 2021, , .		2
14	A Semblance of Similarity: Student Categorisation of Simple Algorithmic Problem Statements. , 2021, , .		6
15	Using an Assessment Tool to Create Sandboxes for Computer Graphics Teaching in an Online Environment. , 2021, , .		4
16	Gamification of student peer review in education: A systematic literature review. Education and Information Technologies, 2020, 25, 5205-5234.	3.5	43
17	A Case Study of a Cybersecurity Programme. , 2020, , .		7
18	Improving Global Participation in the SIGCSE Technical Symposium. , 2020, , .		10

#	ARTICLE	IF	CITATIONS
19	Computing Education Research Landscape through an Analysis of Keywords. , 2020, , .		21
20	A Miss is as Good as a Mile. , 2020, , .		6
21	A Review of Research on Parsons Problems. , 2020, , .		47
22	A Review of Peer Code Review in Higher Education. ACM Transactions on Computing Education, 2020, 20, 1-25.	2.9	27
23	High School Teachersâ€™ Understanding of Code Style. , 2020, , .		3
24	On Assuring Learning About Code Quality. , 2020, , .		19
25	Teacher perceptions of feedback in high school programming education. , 2020, , .		5
26	CodeRunnerGL - An Interactive Web-Based Tool for Computer Graphics Teaching and Assessment. , 2019, , .		7
27	Pass Rates in STEM Disciplines Including Computing. , 2019, , .		0
28	Mastery Learning in Computer Science Education. , 2019, , .		24
29	Resources and Support for the Implementation of Digital Technologies in New Zealand Schools. , 2019, , .		12
30	Towards a Framework for Teaching Debugging. , 2019, , .		28
31	Technologies and Tools to Support Teaching and Learning Computer Graphics. , 2019, , .		12
32	Fifteen Years of Introductory Programming in Schools. , 2019, , .		25
33	Pass Rates in Introductory Programming and in other STEM Disciplines. , 2019, , .		25
34	Teaching Cyber Security Using Competitive Software Obfuscation and Reverse Engineering Activities. , 2018, , .		9
35	Developing Assessments to Determine Mastery of Programming Fundamentals. , 2018, , .		42
36	Intelligent tutoring systems for programming education. , 2018, , .		90

#	ARTICLE	IF	CITATIONS
37	Common logic errors made by novice programmers. , 2018, , .		33
38	Comparing sequential and parallel code review techniques for formative feedback. , 2018, , .		11
39	Understanding semantic style by analysing student code. , 2018, , .		23
40	ThinkInk - An Intelligent Sketch Tool for Learning Data Structures. , 2018, , .		0
41	Transitioning from Block-Based to Text-Based Programming Languages. , 2018, , .		29
42	Knowledge Sequencing in Online Courses for Introductory Programming. , 2018, , .		0
43	HandsUp: An In-Class Question Posing Tool. , 2018, , .		2
44	Mobile Augmented Reality as a Teaching Medium in an Introductory Computer Graphics Course. , 2018, , .		5
45	Evaluation of the Implementation of a Timer in Gamified Programming Exercises. , 2018, , .		4
46	Introductory programming: a systematic literature review. , 2018, , .		259
47	Objects Count so Count Objects!. , 2018, , .		9
48	Automatic assessment of OpenGL computer graphics assignments. , 2018, , .		19
49	Improving complex task performance using a sequence of simple practice tasks. , 2018, , .		19
50	Ladebug: an online tool to help novice programmers improve their debugging skills. , 2018, , .		23
51	A review of introductory programming research 2003â€“2017. , 2018, , .		9
52	Unencapsulated Collection. , 2018, , .		0
53	Evaluating the Quality of Datasets in Software Engineering. Advanced Science Letters, 2018, 24, 7232-7239.	0.2	5
54	The Compound Nature of Novice Programming Assessments. , 2017, , .		60

#	ARTICLE	IF	CITATIONS
55	A survey of intelligent digital ink tools use in STEM education. , 2017, , .		1
56	How Can Adding a Movement Improve Target Acquisition Efficacy?. Lecture Notes in Computer Science, 2017, , 496-514.	1.0	2
57	Developing Assessments to Determine Mastery of Programming Fundamentals. , 2017, , .		13
58	Gender Equity in Computing. , 2016, , .		8
59	Expansion cursor. , 2016, , .		4
60	Tabletop 3D Object Manipulation with Touch and Tangibles. , 2016, , 11-32.		2
61	Creating 360° educational video. , 2016, , .		47
62	What is in our datasets?. , 2016, , .		2
63	Surface air hockey. , 2016, , .		1
64	Learning to Program is Easy. , 2016, , .		116
65	Who changed my annotation? An investigation into refitting freeform ink annotations. , 2016, , .		0
66	Rubrics used in peer assessment. , 2016, , .		5
67	Is computing for social good the solution to closing the gender gap in computer science?. , 2016, , .		28
68	Freeform digital ink annotations in electronic documents: A systematic mapping study. Computers and Graphics, 2016, 55, 1-20.	1.4	13
69	A comparison of peer and tutor feedback. Assessment and Evaluation in Higher Education, 2015, 40, 151-164.	3.9	50
70	An Observational Study of How Experienced Programmers Annotate Program Code. Lecture Notes in Computer Science, 2015, , 177-194.	1.0	4
71	Enhancing syntax error messages appears ineffectual. , 2014, , .		111
72	On the differences between correct student solutions. , 2013, , .		24

#	ARTICLE	IF	CITATIONS
73	Design eye. , 2013, , .		2
74	Can We Trust Our Results? A Mapping Study on Data Quality. , 2013, , .		6
75	Thumbs Up: 3D Gesture Input on Mobile Phones Using the Front Facing Camera. Lecture Notes in Computer Science, 2013, , 318-336.	1.0	4
76	The impact of question generation activities on performance. , 2012, , .		16
77	Activities, affordances and attitude. , 2012, , .		8
78	All syntax errors are not equal. , 2012, , .		99
79	Contributing student pedagogy. Computer Science Education, 2012, 22, 315-318.	2.7	12
80	A case study of multi-institutional contributing-student pedagogy. Computer Science Education, 2012, 22, 389-411.	2.7	2
81	Tools for "contributing student learning". ACM Inroads, 2011, 2, 78-91.	0.4	51
82	Understanding the syntax barrier for novices. , 2011, , .		86
83	CodeWrite. , 2011, , .		67
84	Supporting student-generated free-response questions. , 2011, , .		9
85	Constructive evaluation: a pedagogy of student-contributed assessment. Computer Science Education, 2010, 20, 145-167.	2.7	36
86	Tools for "contributing student learning". , 2010, , .		13
87	Self-predicted and actual performance in an introductory programming course. , 2010, , .		15
88	StudySieve. , 2010, , .		10
89	A systematic review of tools that support peer assessment. Computer Science Education, 2009, 19, 209-232.	2.7	87
90	Coverage of course topics in a student generated MCQ repository. , 2009, , .		19

#	ARTICLE	IF	CITATIONS
91	A simple framework for interactive games in CS1. , 2009, , .		10
92	Coverage of course topics in a student generated MCQ repository. SIGCSE Bulletin, 2009, 41, 11-15.	0.1	5
93	Quality of peer assessment in CS1. , 2009, , .		24
94	A simple framework for interactive games in CS1. SIGCSE Bulletin, 2009, 41, 216-220.	0.1	5
95	Student use of the PeerWise system. , 2008, , .		27
96	Evaluating a new exam question. , 2008, , .		159
97	PeerWise. , 2008, , .		157
98	PeerWise. , 2008, , .		16
99	Contributing student pedagogy. SIGCSE Bulletin, 2008, 40, 194-212.	0.1	135
100	Student use of the PeerWise system. SIGCSE Bulletin, 2008, 40, 73-77.	0.1	24
101	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
102	A replicated experiment of pair-programming in a 2nd-year software development and design computer science course. , 2006, , .		14
103	Investigating pair-programming in a 2nd-year software development and design computer science course. , 2005, , .		24
104	Visual Guides for Comprehending Digital Ink in Distortion Lenses. , 0, , .		0