Marcos RomÃ;n-GonzÃ;lez

List of Publications by Year in descending order

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#	Article	IF	CITATIONS
1	Which cognitive abilities underlie computational thinking? Criterion validity of the Computational Thinking Test. Computers in Human Behavior, 2017, 72, 678-691.	8.5	467
2	Visual programming languages integrated across the curriculum in elementary school: A two year case study using "Scratch―in five schools. Computers and Education, 2016, 97, 129-141.	8.3	349
3	Development of Computational Thinking Skills through Unplugged Activities in Primary School. , 2017, , .		156
4	Can computational talent be detected? Predictive validity of the Computational Thinking Test. International Journal of Child-Computer Interaction, 2018, 18, 47-58.	3.5	77
5	Extending the nomological network of computational thinking with non-cognitive factors. Computers in Human Behavior, 2018, 80, 441-459.	8.5	75
6	Combining Assessment Tools for a Comprehensive Evaluation of Computational Thinking Interventions. , 2019, , 79-98.		72
7	Comparing computational thinking development assessment scores with software complexity metrics. , 2016, , .		47
8	Code to Learn: Where Does It Belong in the K-12 Curriculum?. Journal of Information Technology Education:Research, 0, 15, 283-303.	0.0	46
9	A cognitive definition of computational thinking in primary education. Computers and Education, 2022, 179, 104425.	8.3	45
10	Towards Data-Driven Learning Paths to Develop Computational Thinking with Scratch. IEEE Transactions on Emerging Topics in Computing, 2020, 8, 193-205.	4.6	36
11	Computational Thinking Test for Beginners: Design and Content Validation. , 2020, , .		36
12	On computational thinking as a universal skill: A review of the latest research on this ability. , 2018, , .		27
13	Cognitive Correlates of Computational Thinking. , 2019, , .		24
14	LearningML: A Tool to Foster Computational Thinking Skills Through Practical Artificial Intelligence Projects. Revista De Educacion A Distancia, 2020, 20, .	1.0	15
15	Collaborative Game-Based Environment and Assessment Tool for Learning Computational Thinking in Primary School: A Case Study. IEEE Transactions on Learning Technologies, 2021, 14, 576-589.	3.2	13
16	Computational Thinking Assessment – Towards More Vivid Interpretations. Technology, Knowledge and Learning, 2023, 28, 539-568.	4.9	11
17	No es lo mismo: un análisis de red de texto sobre definiciones de pensamiento computacional para estudiar su relación con la programación informática. Revista Interuniversitaria De Investigación En TecnologÃa Educativa, 0, , .	0.5	10
18	Implementation of Unplugged Teaching Activities to Foster Computational Thinking Skills in Primary School from a Gender Perspective. , 2019, , .		7

#	Article	IF	CITATIONS
19	Unplugged Teaching Activities to Promote Computational Thinking Skills in Primary and Adults From a Gender Perspective. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2020, 15, 225-232.	0.9	5
20	Programar para aprender Matemáticas en 5º de Educación Primaria: implementación del proyecto ScratchMaths en España. Revista De Educacion A Distancia, 2021, 21, .	1.0	1
21	Elecci $ ilde{A}^3$ n de t $ ilde{A}$ ©cnicas e instrumentos para la recogida de informaci $ ilde{A}^3$ n. , 2021, , .		Ο