

Katie Davis

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1818364/publications.pdf>

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40
papers

1,187
citations

623188

14
h-index

642321

23
g-index

42
all docs

42
docs citations

42
times ranked

1027
citing authors

#	ARTICLE	IF	CITATIONS
1	Friendship 2.0: Adolescents' experiences of belonging and self-disclosure online. <i>Journal of Adolescence</i> , 2012, 35, 1527-1536.	1.2	233
2	Young people's digital lives: The impact of interpersonal relationships and digital media use on adolescents' sense of identity. <i>Computers in Human Behavior</i> , 2013, 29, 2281-2293.	5.1	124
3	Digital badges in afterschool learning: Documenting the perspectives and experiences of students and educators. <i>Computers and Education</i> , 2015, 88, 72-83.	5.1	85
4	Tensions of identity in a networked era: Young people's perspectives on the risks and rewards of online self-expression. <i>New Media and Society</i> , 2012, 14, 634-651.	3.1	64
5	Tweens' conceptions of privacy online: implications for educators. <i>Learning, Media and Technology</i> , 2013, 38, 4-25.	2.1	56
6	Learning and engagement in a gamified course: Investigating the effects of student characteristics. <i>Journal of Computer Assisted Learning</i> , 2018, 34, 492-503.	3.3	46
7	Thousands of Positive Reviews. , 2016, , .		46
8	More Than Peer Production. , 2017, , .		43
9	"I was bullied too": stories of bullying and coping in an online community. <i>Information, Communication and Society</i> , 2015, 18, 357-375.	2.6	40
10	Modeling the Engagement-Disengagement Cycle of Compulsive Phone Use. , 2019, , .		40
11	Coming of Age Online: The Developmental Underpinnings of Girls' Blogs. <i>Journal of Adolescent Research</i> , 2010, 25, 145-171.	1.3	38
12	A Decline in Creativity? It Depends on the Domain. <i>Creativity Research Journal</i> , 2014, 26, 174-184.	1.7	29
13	Using Technology to Support Equity and Inclusion in Youth Library Programming: Current Practices and Future Opportunities. <i>Library Quarterly</i> , 2018, 88, 315-331.	0.4	27
14	"Everything's the Phone". , 2019, , .		26
15	Connected learning in and after school: Exploring technology's role in the learning experiences of diverse high school students. <i>Information Society</i> , 2016, 32, 98-116.	1.7	25
16	Sparkling interest: A design framework for mobile technologies to promote children's interest in nature. <i>International Journal of Child-Computer Interaction</i> , 2019, 20, 24-34.	2.5	22
17	Modeling Collaboration Patterns on an Interactive Tabletop in a Classroom Setting. , 2016, , .		21
18	Risk and protective factors associated with cyberbullying: Are relationships or rules more protective?. <i>Learning, Media and Technology</i> , 2016, 41, 521-545.	2.1	21

#	ARTICLE	IF	CITATIONS
19	Tweens™ perspectives on their parents™ media-related attitudes and rules: an exploratory study in the US. <i>Journal of Children and Media</i> , 2017, 11, 358-366.	1.0	20
20	Leveraging the power of music to improve science education. <i>International Journal of Science Education</i> , 2016, 38, 73-95.	1.0	17
21	Learning through Participatory Design. , 2016, , .		15
22	Supporting learners™ STEM-oriented career pathways with digital badges. <i>Information and Learning Science</i> , 2019, 120, 87-107.	0.8	15
23	Identity Development in the Digital Age. <i>Advances in Human and Social Aspects of Technology Book Series</i> , 2017, , 1-17.	0.3	15
24	Amino Acid Jazz: Amplifying Biochemistry Concepts with Content-Rich Music. <i>Journal of Chemical Education</i> , 2013, 90, 1479-1483.	1.1	12
25	Youth Identities in a Digital Age: The Anchoring Role of Friends in Young People™s Approaches to Online Identity Expression. , 2014, , 11-25.		12
26	Designing Together?. , 2017, , .		11
27	Playing in the Virtual Sandbox. <i>International Journal of Game-Based Learning</i> , 2018, 8, 56-76.	0.9	11
28	The Kids Are / Not / Sort of All Right*. , 2021, , .		9
29	Investigating High School Students' Perceptions of Digital Badges in Afterschool Learning. , 2015, , .		8
30	Exploring Situated & Embodied Support for Youth™s Mental Health: Design Opportunities for Interactive Tangible Device. , 2022, , .		8
31	Songwriting to learn: how high school science fair participants use music to communicate personally relevant scientific concepts. <i>International Journal of Science Education, Part B: Communication and Public Engagement</i> , 2018, 8, 307-324.	0.9	6
32	When Screen Time Isn't Screen Time. , 2021, , .		6
33	A Life in Bits and Bytes: A Portrait of a College Student and Her Life with Digital Media. <i>Teachers College Record</i> , 2011, 113, 1960-1982.	0.4	6
34	Connecting 'Round the Clock: Mobile Phones and Adolescents' Experiences of Intimacy. , 2015, , 937-946.		5
35	A New Method for Analyzing Data From Visual Artwork. <i>Visitor Studies</i> , 2015, 18, 103-120.	0.6	3
36	A Badge, Not a Barrier. , 2019, , .		3

#	ARTICLE	IF	CITATIONS
37	Morality, Ethics and Good Work: Young People's Respectful and Ethical Minds*. , 2009, , 209-222.		3
38	Connected Learning, Collapsed Contexts. , 2021, , .		1
39	â€œI Pay Attention When Iâ€™m Olderâ€œGenerational Differences in Trust. , 2012, , 47-68.		1
40	â€œMy Trust Needs To Be Earned, Or I Donâ€™t Give Itâ€œYouthsâ€™ Mental Models of Trust. , 2012, , 25-46.		0