

Cynthia Ching

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1902422/publications.pdf>

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17
papers

484
citations

759233

12
h-index

940533

16
g-index

17
all docs

17
docs citations

17
times ranked

327
citing authors

#	ARTICLE	IF	CITATIONS
1	Affordances of Collaborative Software Design Planning for Elementary Students' Science Talk. <i>Journal of the Learning Sciences</i> , 2001, 10, 323-363.	2.9	84
2	Children as designers of educational multimedia software. <i>Computers and Education</i> , 1997, 29, 117-126.	8.3	71
3	The Legacy of the Digital Divide. <i>Urban Education</i> , 2005, 40, 394-411.	1.8	65
4	Peer modeling and innovation adoption among teachers in online professional development. <i>Computers and Education</i> , 2014, 73, 72-82.	8.3	37
5	Digital Photography and Journals in a Kindergarten-First-Grade Classroom: Toward Meaningful Technology Integration in Early Childhood Education. <i>Early Education and Development</i> , 2006, 17, 347-371.	2.6	35
6	Social Construction of Computer Experience in a First-Grade Classroom: Social Processes and Mediating Artifacts. <i>Early Education and Development</i> , 2003, 14, 335-362.	2.6	33
7	Opportunities to Learn Fractions in Elementary Mathematics Classrooms. <i>Journal for Research in Mathematics Education</i> , 1999, 30, 286.	1.8	31
8	Peer Pedagogy: Student Collaboration and Reflection in a Learning-Through-Design Project. <i>Teachers College Record</i> , 2008, 110, 2601-2632.	0.9	31
9	Spaces for Change: Gender and Technology Access in Collaborative Software Design. <i>Journal of Science Education and Technology</i> , 2000, 9, 67-78.	3.9	28
10	Integrating Digital and Mathematical Practices across Contexts: A Manifesto for Mobile Learning. <i>International Journal of Learning and Media</i> , 2011, 3, 7-13.	0.4	20
11	Representing and Reconciling Personal Data and Experience in a Wearable Technology Gaming Project. <i>IEEE Transactions on Learning Technologies</i> , 2016, 9, 342-353.	3.2	14
12	Past is prologue: Teachers composing narratives about digital literacy. <i>Computers and Composition</i> , 2012, 29, 205-220.	1.2	13
13	Volunteer guides in nature reserves: exploring environmental educators' perceptions of teaching, learning, place and self. <i>Environmental Education Research</i> , 2012, 18, 391-402.	2.9	7
14	Virtual Games and Real-World Communities. <i>International Journal of Game-Based Learning</i> , 2017, 7, 1-19.	1.4	7
15	Activity Monitor Gaming and the Next Generation Science Standards: Students Engaging with Data, Measurement Limitations, and Personal Relevance. <i>Journal of Science Education and Technology</i> , 2019, 28, 589-601.	3.9	7
16	Classroom artifacts: merging the physicality, technology and pedagogy of higher education. <i>Learning, Media and Technology</i> , 2004, 4, 221-235.	0.4	1
17	Mixed Methods Assessment of Health Tracking Use by Diverse, Urban Youth. <i>FASEB Journal</i> , 2015, 29, 902.16.	0.5	0