Cynthia Ching

List of Publications by Year
in descending order

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