Gregor Kennedy

List of Publications by Year
in descending order

43 papers	1,687 citations	471509 17 h-index	330143 37 g-index
43 all docs	43 docs citations	43 times ranked	1533 citing authors

#	Article	IF	Citations
1	Implementing Web 2.0 technologies in higher education: A collective case study. Computers and Education, 2012, 59, 524-534.	8.3	254
2	Digital divides? Student and staff perceptions of information and communication technologies. Computers and Education, 2010, 54, 1202-1211.	8.3	240
3	Medical students' use of Facebook to support learning: Insights from four case studies. Medical Teacher, 2010, 32, 971-976.	1.8	160
4	A five-year study of on-campus Internet use by undergraduate biomedical students. Computers and Education, 2010, 55, 1564-1571.	8.3	86
5	Validation of a Networked Virtual Reality Simulation of Temporal Bone Surgery. Laryngoscope, 2008, 118, 1040-1046.	2.0	83
6	Expediency‐based practice? Medical students' reliance on Google and Wikipedia for biomedical inquiries. British Journal of Educational Technology, 2011, 42, 351-360.	6.3	81
7	Can Virtual reality simulator be used as a training aid to improve cadaver temporal bone dissection? Results of a randomized blinded control trial. Laryngoscope, 2011, 121, 831-837.	2.0	77
8	Measurement and evidence of computer-based task switching and multitasking by 'Net Generation' students. Computers and Education, 2011, 56, 625-631.	8.3	70
9	'Net Generation' medical students: technological experiences of pre-clinical and clinical students. Medical Teacher, 2008, 30, 10-16.	1.8	63
10	Reassessing the value of university lectures. Teaching in Higher Education, 2017, 22, 639-654.	2.6	58
11	Inside Out. Journal of Educational Computing Research, 2017, 55, 526-551.	5.5	57
12	Coping with Concerns: An Exploratory Comparison of Australian, Colombian, German, and Palestinian Adolescents. Journal of Youth and Adolescence, 2003, 32, 59-66.	3.5	49
13	The importance and meaning of session behaviour in a MOOC. Computers and Education, 2020, 146, 103772.	8.3	47
14	Seeking optimal confusion: a review on epistemic emotion management in interactive digital learning environments. Interactive Learning Environments, 2019, 27, 200-210.	6.4	42
15	Developing Effective Automated Feedback in Temporal Bone Surgery Simulation. Otolaryngology - Head and Neck Surgery, 2015, 152, 1082-1088.	1.9	34
16	Self-regulation in open-ended online assignment tasks: the importance of initial task interpretation and goal setting. Studies in Higher Education, 2021, 46, 821-835.	4.5	23
17	Eye tracking and early detection of confusion in digital learning environments: Proof of concept. Australasian Journal of Educational Technology, 2016, 32, .	3.5	22
18	Staying with the text: the contribution of gender, achievement orientations, and interest to students' performance on a literacy task. Educational Psychology, 2008, 28, 757-776.	2.7	20

#	Article	IF	Citations
19	The Construct Validity and Reliability of an Assessment Tool for Competency in Cochlear Implant Surgery. BioMed Research International, 2014, 2014, 1-8.	1.9	20
20	Design and Evaluation of a Virtual Reality Simulation Module for Training Advanced Temporal Bone Surgery. , 2017, , .		20
21	Adolescent concern with social issues: An exploratory comparison between Australian, Colombian, and Northern Irish students.. Peace and Conflict, 2001, 7, 59-76.	0.4	17
22	Supporting skill acquisition in cochlear implant surgery through virtual reality simulation. Cochlear Implants International, 2017, 18, 89-96.	1.2	17
23	The impact of students' exploration strategies on discovery learning using computer-based simulations. Educational Media International, 2014, 51, 310-329.	1.7	16
24	Detecting Academic Misconduct Using Learning Analytics. Journal of Learning Analytics, 2019, 6, .	2.4	14
25	Beyond the Iron Triangle: improving the quality of teaching and learning at scale. Studies in Higher Education, 2021, 46, 1383-1394.	4.5	14
26	Designing learner-centred text-based feedback: a rapid review and qualitative synthesis. Assessment and Evaluation in Higher Education, 2021, 46, 894-912.	5.6	13
27	The effect of fidelity: How expert behavior changes in a virtual reality environment. Laryngoscope, 2014, 124, 2144-2150.	2.0	11
28	Comparison of Experts and Residents Performing a Complex Procedure in a Temporal Bone Surgery Simulator. Otology and Neurotology, 2017, 38, e85-e91.	1.3	11
29	The role of social cues in supporting students to overcome challenges in online multi-stage assignments. Internet and Higher Education, 2019, 42, 25-33.	6.5	9
30	Constructive Real Time Feedback for a Temporal Bone Simulator. Lecture Notes in Computer Science, 2013, 16, 315-322.	1.3	9
31	Correlations of External Landmarks With Internal Structures of the Temporal Bone. Otology and Neurotology, 2015, 36, 1366-1373.	1.3	7
32	Making science real: photo-sharing in biology and chemistry. Research in Learning Technology, 2012, 20, 16151.	2.3	6
33	Simulation for Training Cochlear Implant Electrode Insertion. , 2017, , .		6
34	Identifying the components of effective learner-centred feedback information. Teaching in Higher Education, 2023, 28, 1565-1582.	2.6	6
35	Moments of Confusion in Simulation-Based Learning Environments. Journal of Learning Analytics, 2020, 7, 118-137.	2.4	6
36	Region-Specific Automated Feedback in Temporal Bone Surgery Simulation. , 2015, , .		5

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37	Analysis of Task Difficulty Sequences in a Simulation-Based POE Environment. Lecture Notes in Computer Science, 2020, , 423-436.	1.3	4
38	An institutional approach to the evaluation of educational technology. Educational Media International, 2003, 40, 187-199.	1.7	3
39	Adaptation of marching cubes for the simulation of material removal from segmented volume data. , 2013, , .		2
40	Feedback in higher education: aligning academic intent and student sensemaking. Teaching in Higher Education, 0, , 1-16.	2.6	2
41	Do experts practice what they profess?. PLoS ONE, 2018, 13, e0190611.	2.5	1
42	How Difficult is the Task for you? Modelling and Analysis of Students' Task Difficulty Sequences in a Simulation-Based POE Environment. International Journal of Artificial Intelligence in Education, 0, , 1.	5.5	1
43	A temporal bone surgery simulator with real-time feedback for surgical training. Studies in Health Technology and Informatics, 2014, 196, 462-8.	0.3	1