

Thomas Cochrane

List of Publications by Year in descending order

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Version: 2024-02-01

93
papers

1,295
citations

567144

15
h-index

434063

31
g-index

97
all docs

97
docs citations

97
times ranked

807
citing authors

#	ARTICLE	IF	CITATIONS
1	Smartphones give you wings: Pedagogical affordances of mobile Web 2.0. <i>Australasian Journal of Educational Technology</i> , 2010, 26, .	2.0	178
2	Critical success factors for transforming pedagogy with mobile <scp>W</scp>eb 2.0. <i>British Journal of Educational Technology</i> , 2014, 45, 65-82.	3.9	115
3	Exploring mobile learning success factors. <i>Research in Learning Technology</i> , 2010, 18, 133-148.	0.5	98
4	Handbook of Mobile Learning. , 0, , .		93
5	Nurturing global collaboration and networked learning in higher education. <i>Research in Learning Technology</i> , 2016, 24, 26497.	2.3	56
6	Mobile VR in Education. <i>International Journal of Mobile and Blended Learning</i> , 2016, 8, 44-60.	0.5	54
7	iPadagogy: appropriating the iPad within pedagogical contexts. <i>International Journal of Mobile Learning and Organisation</i> , 2013, 7, 48.	0.2	52
8	Riding the wave of BYOD: developing a framework for creative pedagogies. <i>Research in Learning Technology</i> , 0, 22, .	2.3	49
9	Key themes in mobile learning: Prospects for learner-generated learning through AR and VR. <i>Australasian Journal of Educational Technology</i> , 2017, 33, .	2.0	47
10	Design principles for heutagogical learning: Implementing student-determined learning with mobile and social media tools. <i>Australasian Journal of Educational Technology</i> , 2019, 35, .	2.0	37
11	Exploring mobile mixed reality in healthcare higher education: A systematic review. <i>Research in Learning Technology</i> , 2018, 26, .	2.3	36
12	Implementing a Mobile Social Media Framework for Designing Creative Pedagogies. <i>Social Sciences</i> , 2014, 3, 359-377.	0.7	31
13	A DBR framework for designing mobile virtual reality learning environments. <i>Australasian Journal of Educational Technology</i> , 2017, 33, .	2.0	25
14	Beyond the Yellow Brick Road: mobile Web 2.0 informing a new institutional e-learning strategy. <i>Research in Learning Technology</i> , 2010, 18, 221-231.	0.5	24
15	Journalism 2.0. <i>International Journal of Mobile and Blended Learning</i> , 2013, 5, 22-38.	0.5	24
16	Two-Stage Amplification of Receptors Using a Multilevel Orthogonal/Simultaneous Dynamic Combinatorial Library. <i>Organic Letters</i> , 2012, 14, 5816-5819.	2.4	19
17	Secrets of mlearning failures: confronting reality. <i>Research in Learning Technology</i> , 2012, 20, 19186.	2.3	19
18	Redesigning professional development: reconceptualising teaching using social learning technologies. <i>Research in Learning Technology</i> , 0, 21, .	2.3	19

#	ARTICLE	IF	CITATIONS
19	Rethinking e-learning support strategies. <i>International Journal for Academic Development</i> , 2013, 18, 276-293.	0.8	18
20	A Framework for Mixed Reality Free-Choice, Self-Determined Learning. <i>Research in Learning Technology</i> , 2020, 28, .	2.3	18
21	Building global learning communities. <i>Research in Learning Technology</i> , 0, 21, .	2.3	17
22	Mobilising learning: intentional disruption – harnessing the potential of social software tools in higher education using wireless mobile devices. <i>International Journal of Mobile Learning and Organisation</i> , 2009, 3, 399.	0.2	16
23	iArchi[tech]ture: Developing a mobile social media framework for pedagogical transformation. <i>Australasian Journal of Educational Technology</i> , 2013, 29, .	2.0	16
24	Developing interactive multimedia Learning Objects using QuickTime. <i>Computers in Human Behavior</i> , 2007, 23, 2596-2640.	5.1	14
25	Reflections on 4 Years of mLearning Implementation (2007-2010). <i>International Journal of Mobile and Blended Learning</i> , 2011, 3, 1-22.	0.5	14
26	Transforming Pedagogy Using Mobile Web 2.0. <i>International Journal of Mobile and Blended Learning</i> , 2009, 1, 56-83.	0.5	13
27	Post-Web 2.0 Pedagogy. <i>International Journal of Mobile and Blended Learning</i> , 2013, 5, 1-18.	0.5	13
28	An mLearning Journey. <i>International Journal of Handheld Computing Research</i> , 2012, 3, 44-57.	0.4	11
29	Authentic interprofessional health education scenarios using mobile VR. <i>Research in Learning Technology</i> , 2018, 26, .	2.3	9
30	Embodied reports in paramedicine mixed reality learning. <i>Research in Learning Technology</i> , 2018, 26, .	2.3	9
31	Mobile Web 2.0. <i>Advances in Mobile and Distance Learning Book Series</i> , 2010, , 123-151.	0.4	9
32	MESH360: a framework for designing MMR-enhanced clinical simulations. <i>Research in Learning Technology</i> , 2020, 28, .	2.3	8
33	Post Web 2.0 Media: Mobile Social Media. <i>Qscience Proceedings</i> , 2013, 2013, 2.	0.0	7
34	A Framework for Designing Transformative Mobile Learning. <i>Education in the Asia-Pacific Region</i> , 2017, , 25-43.	0.2	7
35	A Mobile Learning Community of Practice: Facilitating Conceptual Shifts in Pedagogy. <i>Lecture Notes in Computer Science</i> , 2013, , 430-435.	1.0	7
36	Special Issue on Mobile AR & VR: Integrating SOTEL in Learning Design. <i>Australasian Journal of Educational Technology</i> , 2017, 33, .	2.0	6

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37	Strategies for mLearning integration: Evaluating a case study of staging and scaffolding mLearning integration across a three-year Bachelor's degree. <i>Waikato Journal of Education</i> , 2014, 16, .	0.1	6
38	Special Issue on Mobile Mixed Reality. <i>Research in Learning Technology</i> , 2018, 26, .	2.3	6
39	DeFrosting professional development: reconceptualising teaching using social learning technologies. <i>Research in Learning Technology</i> , 2011, 19, 7796.	2.3	6
40	Mobile Social Media as a Catalyst for Collaborative Curriculum Redesign. <i>Advances in Higher Education and Professional Development Book Series</i> , 2015, , 1-21.	0.1	6
41	A mobile Web 2.0 framework: reconceptualising teaching and learning. , 2013, , 57-91.		5
42	An Introduction to Immersive Reality. <i>Pacific Journal of Technology Enhanced Learning</i> , 2019, 2, 6.	0.1	5
43	Integrating Educational Design Research and Design Thinking to Enable Creative Pedagogies. <i>Pacific Journal of Technology Enhanced Learning</i> , 2020, 2, 1-14.	0.1	5
44	Contemporary Music Students and Mobile Technology. , 0, , 429-454.		5
45	Transforming Pedagogy Using Mobile Web 2.0. , 0, , 281-307.		5
46	Design Considerations for Mobile Learning. , 2014, , 1-15.		4
47	Beyond the Yellow Brick Road: mobile Web 2.0 informing a new institutional e-learning strategy. <i>Online Learning Journal</i> , 2011, 15, .	1.1	4
48	Mobile Cloud Services as Catalysts for Pedagogical Change. , 2012, , 159-179.		4
49	mLearning and Creative Practices. <i>International Journal of Mobile and Blended Learning</i> , 2016, 8, 34-43.	0.5	3
50	Exploring the Pedagogical Affordances of Mobile Web 2.0. <i>Advances in Mobile and Distance Learning Book Series</i> , 0, , 196-215.	0.4	3
51	Designing Immersive Mobile Mixed Reality for Paramedic Education. , 2018, , .		2
52	Augmenting visual design: Designing the changing classroom. <i>E-Learning and Digital Media</i> , 2020, 17, 365-387.	1.5	2
53	Using educational design research to develop authentic learning for graduate entry nursing students in New Zealand. <i>Nurse Education in Practice</i> , 2021, 51, 102965.	1.0	2
54	Beyond the Yellow Brick Road: mobile Web 2.0 informing a new institutional e-learning strategy. <i>Australasian Journal of Educational Technology</i> , 2010, 26, .	2.0	2

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55	Facilitating Social Constructivist Learning Environments for Product Design Students Using Social Software (Web2) and Wireless Mobile Devices. <i>Design Principles and Practices</i> , 2009, 3, 67-88.	0.7	2
56	Introducing Immersive Reality into the Journalism Curriculum. <i>Pacific Journal of Technology Enhanced Learning</i> , 2019, 2, 7.	0.1	2
57	Social Implications of Mobile Learning in Global Learning Environments. , 2013, , 292-312.		2
58	Designing a cMOOC for Lecturer Professional Development in the 21st Century. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , 2016, , 378-396.	0.2	2
59	Contemporary Music Students and Mobile Technology. , 2012, , 1390-1414.		2
60	Nurturing Collaborative Networks of Mobile Learning Researchers and Practitioners. <i>International Journal of Mobile and Blended Learning</i> , 2018, 10, 73-92.	0.5	2
61	Mobile Web 2.0 Integration. <i>International Journal of Handheld Computing Research</i> , 2013, 4, 1-18.	0.4	2
62	A collaborative design model to support hybrid learning environments during COVID19. , 0, , .		2
63	Enhancing Immersiveness in Paramedicine Education XR Simulation Design. <i>Pacific Journal of Technology Enhanced Learning</i> , 2021, 3, 39-40.	0.1	1
64	Technology Enhanced Learning, Research Impact and Open Scholarship. <i>Australasian Journal of Educational Technology</i> , 2018, 34, .	2.0	1
65	Journalism and Law 2.0. <i>Advances in Mobile and Distance Learning Book Series</i> , 2016, , 181-200.	0.4	1
66	Designing a cMOOC for Lecturer Professional Development in the 21st Century. , 2016, , 335-355.		1
67	A Model for Developing a SOTEL Research Cluster. <i>Pacific Journal of Technology Enhanced Learning</i> , 2019, 2, 11-12.	0.1	1
68	Mobile Video Production. <i>Pacific Journal of Technology Enhanced Learning</i> , 2019, 2, 9-10.	0.1	1
69	Special collection on mobile mixed reality 2019 update. <i>Research in Learning Technology</i> , 2020, 28, .	2.3	1
70	Reflections on 4 Years of mLearning Implementation (2007-2010). , 0, , 196-218.		1
71	Designing a cMOOC for Lecturer Professional Development in the 21st Century. , 0, , 1930-1950.		1
72	Enhancing Health Care Education and Practice Post COVID. <i>Pacific Journal of Technology Enhanced Learning</i> , 2022, 4, 8-9.	0.1	1

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73	Mobile learning and socially constructed blended learning through the lens of Activity Theory. , 0, , .		1
74	Principles of Modeling CoPs for Pedagogical Change: Lessons Learnt from Practice 2006 to 2014. , 2017, , 619-643.		0
75	Nurturing Collaborative Networks of Mobile Learning Researchers and Practitioners. , 2021, , 325-346.		0
76	Enhancing student learning through trans-disciplinary project-based assessment in bioengineering. Pacific Journal of Technology Enhanced Learning, 2021, 3, 4-5.	0.1	0
77	Collaborative Online Professional Development Design. Pacific Journal of Technology Enhanced Learning, 2021, 3, 11-12.	0.1	0
78	#DataCreativities. Pacific Journal of Technology Enhanced Learning, 2021, 3, 8-10.	0.1	0
79	CO-llaborative VI-rtual D-esign: A Collaborative Autoethnography on Conducting Exclusively Online, Data-Led Collaborations in the Creative Industries. Qualitative Inquiry, 0, , 107780042110391.	1.0	0
80	Building global learning communities. Research in Learning Technology, 2013, 21, .	2.3	0
81	Mobile Web 2.0 Integration. , 2014, , 581-598.		0
82	CONTEXTUALISING THE CLASSROOM: USING GOOGLE MAPS AND 360 DEGREE IMAGERY TO AUGMENT THE UNDERGRADUATE DESIGN ENVIRONMENT. , 2016, , .		0
83	â€œContext mattersâ€ The challenges and opportunities of designing tertiary public and environmental health education in South Auckland. Pacific Health, 2018, 1, .	0.0	0
84	A Model for Designing Authentic Learning. Pacific Journal of Technology Enhanced Learning, 2019, 2, 8.	0.1	0
85	A framework for re thinking the pedagogy of studio-based design classrooms. Pacific Journal of Technology Enhanced Learning, 2020, 2, 31-44.	0.1	0
86	A mobile ecology of resources for Covid-19 learning. , 0, , .		0
87	Mixed Reality in Health Education, Potential of. , 2020, , 1-7.		0
88	Post-Web 2.0 Pedagogy. , 0, , 1471-1488.		0
89	Mobile Social Media as a Catalyst for Collaborative Curriculum Redesign. , 0, , 1840-1859.		0
90	Designing a cMOOC for Lecturer Professional Development in the 21st Century. , 0, , 507-525.		0

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91	Designing a cMOOC for Lecturer Professional Development in the 21st Century. , 0, , 488-508.		0
92	Mobile VR in Education. , 0, , 293-311.		0
93	PJTEL Editorial 2019-2021. Pacific Journal of Technology Enhanced Learning, 2022, 4, 1-10.	0.1	0