

# Albert Dieter Ritzhaupt

## List of Publications by Year in descending order

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74  
papers

2,135  
citations

279798

23  
h-index

276875

41  
g-index

75  
all docs

75  
docs citations

75  
times ranked

1421  
citing authors

#	ARTICLE	IF	CITATIONS
1	Development of the Abbreviated Technology Anxiety Scale (ATAS). Behavior Research Methods, 2023, 55, 185-199.	4.0	1
2	Examining the Accelerated Playback Hypothesis of Time-Compression in Multimedia Learning Environments: A Meta-Analysis Study. Journal of Educational Computing Research, 2022, 60, 579-598.	5.5	3
3	Design, Development and Evaluation of the Citizen Science Cancer Curriculum (CSCC): a Design and Development Case Study. TechTrends, 2022, 66, 666-680.	2.3	4
4	Exploring college students'™ conceptions of learning computer science: a draw-a-picture technique study. Computer Science Education, 2021, 31, 60-82.	3.7	13
5	Do School Levels Matter? How Elementary, Middle, and High School Teachers Differ in Their Perceptions and Use of Technology. Journal of Educational Technology Systems, 2021, 49, 432-460.	5.8	4
6	Examining competencies for the instructional design professional: An exploratory job announcement analysis. International Journal of Training and Development, 2021, 25, 95-123.	1.3	12
7	The influence of the multimedia and modality principles on the learning outcomes, satisfaction, and mental effort of college students with and without dyslexia. Annals of Dyslexia, 2021, 71, 188-210.	1.7	3
8	Exploring the role of 3D printing and STEM integration levels in students' STEM career interest. British Journal of Educational Technology, 2021, 52, 1262-1278.	6.3	13
9	A Meta-Analysis on the Effects of Synchronous Online Learning on Cognitive and Affective Educational Outcomes. International Review of Research in Open and Distance Learning, 2021, 22, 205-242.	1.8	18
10	A meta-analysis on the influence of gamification in formal educational settings on affective and behavioral outcomes. Educational Technology Research and Development, 2021, 69, 2493-2522.	2.8	17
11	College Students'™ Conceptions of Learning of and Approaches to Learning Computer Science. Journal of Educational Computing Research, 2020, 58, 662-686.	5.5	14
12	The impact of gamification in educational settings on student learning outcomes: a meta-analysis. Educational Technology Research and Development, 2020, 68, 1875-1901.	2.8	94
13	Exploring the influence of teachers' beliefs and 3D printing integrated STEM instruction on students'™ STEM motivation. Computers and Education, 2020, 158, 103983.	8.3	43
14	Design, Development, and Evaluation of an Online Statistics Course for Educational Technology Doctoral Students: a Design and Development Case. Journal of Formative Design in Learning, 2020, 4, 119-135.	1.1	8
15	The impact of teacher education courses for technology integration on pre-service teacher knowledge: A meta-analysis study. Computers and Education, 2020, 156, 103941.	8.3	55
16	The Digital Divide in Formal Educational Settings: The Past, Present, and Future Relevance. , 2020, , 483-504.		11
17	Using the S-STEM Survey to Evaluate a Middle School Robotics Learning Environment: Validity Evidence in a Different Context. Journal of Science Education and Technology, 2019, 28, 429-443.	3.9	13
18	Award-winning faculty online teaching practices: Course design, assessment and evaluation, and facilitation. Internet and Higher Education, 2019, 42, 34-43.	6.5	171

#	ARTICLE	IF	CITATIONS
19	Setting a Course for the Future of JRTE: New Editorial Team, Revision to the Aims and Scope, and Goals for the Journal. <i>Journal of Research on Technology in Education</i> , 2019, 51, 1-6.	6.5	4
20	Block-based versus text-based programming environments on novice student learning outcomes: a meta-analysis study. <i>Computer Science Education</i> , 2019, 29, 177-204.	3.7	47
21	Effects of the flipped classroom instructional strategy on students' learning outcomes: a meta-analysis. <i>Educational Technology Research and Development</i> , 2019, 67, 793-824.	2.8	217
22	Award-Winning Faculty Online Teaching Practices: Roles and Competencies. <i>Online Learning Journal</i> , 2019, 23, .	1.8	81
23	Award-winning faculty online teaching practices: Elements of award-winning courses. <i>Online Learning Journal</i> , 2019, 23, .	1.8	41
24	Effects of organizational pictures and modality as a feedback strategy on learner comprehension and satisfaction. <i>Educational Technology Research and Development</i> , 2018, 66, 1069-1086.	2.8	5
25	Investigating the Effects of Modality and Multimedia on the Learning Performance of College Students With Dyslexia. <i>Journal of Special Education Technology</i> , 2018, 33, 182-193.	2.2	12
26	Software Engineering Design Principles Applied to Instructional Design: What can we Learn from our Sister Discipline?. <i>TechTrends</i> , 2018, 62, 77-94.	2.3	24
27	Development and validation of the educational technologist competencies survey (ETCS): knowledge, skills, and abilities. <i>Journal of Computing in Higher Education</i> , 2018, 30, 3-33.	6.1	24
28	Using Instructional Design to Support Community Engagement in Clinical and Translational Research: a Design and Development Case. <i>Journal of Formative Design in Learning</i> , 2018, 2, 20-35.	1.1	7
29	Exploring social presence within an online course using Twitter. <i>E-Learning and Digital Media</i> , 2018, 15, 235-253.	2.6	14
30	Measuring the adoption and integration of virtual patient simulations in nursing education: An exploratory factor analysis. <i>Computers and Education</i> , 2017, 108, 11-29.	8.3	13
31	Validity and Appropriate Uses of the Revised Technology Uses and Perceptions Survey (TUPS). <i>Journal of Research on Technology in Education</i> , 2017, 49, 73-87.	6.5	3
32	A Meta-Analysis of Pair-Programming in Computer Programming Courses. <i>ACM Transactions on Computing Education</i> , 2017, 17, 1-13.	3.5	58
33	The impact of digital stories on preservice teacher beliefs about English language learners. <i>Teaching and Teacher Education</i> , 2017, 67, 171-178.	3.2	7
34	Explaining technology integration in K-12 classrooms: a multilevel path analysis model. <i>Educational Technology Research and Development</i> , 2017, 65, 795-813.	2.8	67
35	An examination of seven years of technology integration in Florida schools: Through the lens of the Levels of Digital Divide in Schools. <i>Computers and Education</i> , 2017, 113, 135-161.	8.3	60
36	Validation of the Survey of Pre-service Teachers' Knowledge of Teaching and Technology: A Multi-Institutional Sample. <i>Journal of Digital Learning in Teacher Education</i> , 2016, 32, 26-37.	1.2	5

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37	A Phenomenological Study of Games, Simulations, and Virtual Environments Courses. International Journal of Gaming and Computer-Mediated Simulations, 2016, 8, 59-73.	1.1	1
38	Knowledge and Skills Needed by Instructional Designers in Higher Education. Performance Improvement Quarterly, 2015, 28, 51-69.	1.0	48
39	A Job Announcement Analysis of Educational Technology Professional Positions. Journal of Educational Technology Systems, 2015, 43, 231-256.	5.8	32
40	Effects of captions and time-compressed video on learner performance and satisfaction. Computers in Human Behavior, 2015, 45, 222-227.	8.5	26
41	Using Time-Compression To Make Multimedia Learning More Efficient: Current Research and Practice. TechTrends, 2015, 59, 66-74.	2.3	7
42	On the utility of pictorial feedback in computer-based learning environments. Computers in Human Behavior, 2015, 48, 525-534.	8.5	4
43	Integrating Science and Technology: Using Technological Pedagogical Content Knowledge as a Framework to Study the Practices of Science Teachers. Journal of Science Education and Technology, 2015, 24, 648-662.	3.9	43
44	Identifying the Barriers to Games and Simulations in Education. Journal of Educational Technology Systems, 2015, 44, 86-125.	5.8	14
45	Adapting the Community of Inquiry Survey for an Online Graduate Program: Implications for Online Programs. E-Learning and Digital Media, 2014, 11, 59-71.	2.6	18
46	Development and validation of the educational technologist multimedia competency survey. Educational Technology Research and Development, 2014, 62, 13-33.	2.8	34
47	Measuring Information and Communication Technology Literacy using a performance assessment: Validation of the Student Tool for Technology Literacy (ST2L). Computers and Education, 2014, 77, 1-12.	8.3	31
48	ARTI. , 2014, , 562-578.		0
49	Are gender differences in perceived and demonstrated technology literacy significant? It depends on the model. Educational Technology Research and Development, 2013, 61, 639-663.	2.8	57
50	Leaders of school technology innovation. Journal of Educational Administration, 2013, 51, 576-593.	1.5	7
51	Differences in Student Information and Communication Technology Literacy Based on Socio-Economic Status, Ethnicity, and Gender. Journal of Research on Technology in Education, 2013, 45, 291-307.	6.5	108
52	ARTI. Advances in Higher Education and Professional Development Book Series, 2013, , 375-391.	0.2	4
53	Examining Student Digital Artifacts During a Year-Long Technology Integration Initiative. Computers in the Schools, 2012, 29, 355-374.	1.0	9
54	An Investigation of Factors Influencing Student Use of Technology in K-12 Classrooms Using Path Analysis. Journal of Educational Computing Research, 2012, 46, 229-254.	5.5	57

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55	Qualitative Analysis of Student Perceptions of E-Portfolios in a Teacher Education Program. <i>Journal of Digital Learning in Teacher Education</i> , 2012, 28, 99-107.	1.2	26
56	ePortfolio Integration in Teacher Education Programs. , 2012, , 250-264.		1
57	Role of professional associations in preparing, recruiting, and retaining computing professionals. , 2011, , .		0
58	An Evaluation of the Conditions, Processes, and Consequences of Laptop Computing in K-12 Classrooms. <i>Journal of Educational Computing Research</i> , 2011, 45, 359-378.	5.5	12
59	Conjoint Processing of Time-Compressed Narration in Multimedia Instruction: The Effects on Recall, but Not Recognition. <i>Journal of Educational Computing Research</i> , 2011, 44, 203-217.	5.5	11
60	Strategies in visuospatial working memory for learning virtual shapes. <i>Applied Cognitive Psychology</i> , 2010, 24, 1095-1114.	1.6	4
61	Development and Validation of the Student Tool for Technology Literacy (ST <sup>2</sup> L). <i>Journal of Research on Technology in Education</i> , 2010, 42, 361-389.	6.5	16
62	Assessment Certitude as a Feedback Strategy for Learners' Constructed Responses. <i>Journal of Educational Computing Research</i> , 2010, 43, 25-45.	5.5	6
63	Connecting schools, community, and family with ICT: Four-year trends related to school level and SES of public schools in Florida. <i>Computers and Education</i> , 2010, 55, 391-405.	8.3	52
64	Evolutionary, not revolutionary, programming exercises using design patterns in an OO data structures course. , 2009, , .		0
65	Development of the Electronic Portfolio Student Perspective Instrument: An ePortfolio integration initiative. <i>Journal of Computing in Higher Education</i> , 2008, 19, 47-71.	6.1	17
66	The effects of time-compressed audio and verbal redundancy on learner performance and satisfaction. <i>Computers in Human Behavior</i> , 2008, 24, 2434-2445.	8.5	26
67	Examining the digital divide in K-12 public schools: Four-year trends for supporting ICT literacy in Florida. <i>Computers and Education</i> , 2008, 51, 1648-1663.	8.3	150
68	Effects of Time-Compressed Narration and Representational Adjunct Images on Cued-Recall, Content Recognition, and Learner Satisfaction. <i>Journal of Educational Computing Research</i> , 2008, 39, 161-184.	5.5	18
69	Florida's EETT Leveraging Laptops Initiative and Its Impact on Teaching Practices. <i>Journal of Research on Technology in Education</i> , 2008, 41, 143-159.	6.5	53
70	Trends in Technology Planning and Funding in Florida K-12 Schools. <i>International Journal of Education Policy and Leadership</i> , 2008, 3, .	0.5	16
71	A Hybrid and Novel Approach to Teaching Computer Programming in MIS Curriculum. , 2008, , 259-281.		2
72	Student perspectives of ePortfolios in computing education. , 2006, , .		5

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73	Learning Object Systems and Strategy: A Description and Discussion. Interdisciplinary Journal of E-Skills and Lifelong Learning, 0, 6, 217-238.	0.0	16
74	Impact of the Flipped Classroom on Learner Achievement and Satisfaction in an Undergraduate Technology Literacy Course. Journal of Information Technology Education:Research, 0, 17, 159-182.	0.0	17