Theodosia Prodromou

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/2723155/publications.pdf

Version: 2024-02-01

1307594 1125743 23 193 13 7 citations g-index h-index papers 23 23 23 132 docs citations times ranked citing authors all docs

#	Article	IF	Citations
1	Developing and Evaluating Educational Innovations for STEAM Education in Rapidly Changing Digital Technology Environments. Sustainability, 2022, 14, 7237.	3.2	17
2	Teachers' Involvement in Designing MERLO Items: Boundary Crossing. Digital Experiences in Mathematics Education, 2021, 7, 276-300.	1.5	6
3	An attempt to evaluate STEAM project-based instruction from a school mathematics perspective. ZDM - International Journal on Mathematics Education, 2021, 53, 1137-1148.	2.2	18
4	Teachers Involved in Designing MERLO Items. Advances in Educational Technologies and Instructional Design Book Series, 2020, , 61-85.	0.2	2
5	Education for Sustainability in the Secondary Sectorâ€"A Review. Journal of Education for Sustainable Development, 2019, 13, 102-122.	1.0	23
6	Making sense out of the emerging complexity inherent in professional development. Mathematics Education Research Journal, 2018, 30, 445-473.	1.7	15
7	Pre-Service Teacher Training on Game-Enhanced Mathematics Teaching and Learning. Technology, Knowledge and Learning, 2016, 21, 379-399.	4.9	21
8	Mobile technologies in the service of students' learning of mathematics: the example of game application A.L.E.X. in the context of a primary school in Cyprus. Mathematics Education Research Journal, 2016, 28, 53-78.	1.7	50
9	MEANING EQUIVALENCE: A METHODOLOGICAL TOOL FOR ASSESSING DEEP UNDERSTANDING. , 2016, , .		4
10	Students' Emerging Reasoning about Data Tables of Large-Scale Data. International Journal of Statistics and Probability, 2015, 4, .	0.3	3
11	Changing Children's Stance towards Mathematics through Mobile Teaching. Advances in Mobile and Distance Learning Book Series, 2015, , 122-145.	0.5	O
12	Students' Kinaesthetic Interactions with a Touch-Enabled Virtual Mapping Tool. Advances in Mobile and Distance Learning Book Series, 2015, , 1-23.	0.5	0
13	Developing a Modelling Approach to Probability Using Computer-Based Simulations. Advances in Mathematics Education, 2014, , 417-439.	0.2	4
14	Semiotic Resources in the Development of Early Probabilistic Thinking When Teaching Mathematics as Storytelling. International Journal of Elementary Education, 2014, 3, 115.	0.1	0
15	Drawing Inference from Data Visualisations. International Journal of Secondary Education, 2014, 2, 66.	0.1	3
16	Making Sense of Stochastic Variation and Causality in a Virtual Environment. Technology, Knowledge and Learning, 2013, 18, 121-147.	4.9	4
17	Informal Inferential Reasoning: Interval Estimates of Parameters. International Journal of Statistics and Probability, 2013, 2, .	0.3	1
18	Connecting experimental probability and theoretical probability. ZDM - International Journal on Mathematics Education, 2012, 44, 855-868.	2.2	17

#	Article	IF	CITATIONS
19	Estimating Parameters from Samples: Shuttling between Spheres. International Journal of Statistics and Probability, $2012, 2, .$	0.3	1
20	Students' Construction of Meanings about the Co-ordination of the Two Epistemological Perspectives on Distribution. International Journal of Statistics and Probability, 2012, $1, \dots$	0.3	2
21	Students' Kinaesthetic Interactions with a Touch-Enabled Virtual Mapping Tool. , 0, , 1701-1722.		O
22	Data Visualisation and Statistics Education in the Future. Advances in Data Mining and Database Management Book Series, 0 , 1 -28.	0.5	1
23	Teachers Analyzing Sampling With TinkerPlots. Advances in Data Mining and Database Management Book Series, 0, , 194-222.	0.5	1