Adrienne Decker

List of Publications by Year
in descending order

16 papers	215 citations

2258059

3 h-index	

1872680

6 g-index	

16 all docs	16 docs citations

16 times ranked	129 citing authors

#	ARTICLE	IF	CITATIONS
1	The curious case of loops. Computer Science Education, 2020, 30, 127-154.	3.7	7
2	A Systematic Review Exploring the Differences in Reported Data for Pre-College Educational Activities for Computer Science, Engineering, and Other STEM Disciplines. Education Sciences, 2019, 9, 69.	2.6	7
3	Review of measurements used in computing education research and suggestions for increasing standardization. Computer Science Education, 2019, 29, 49-78.	3.7	49
4	Design and Pilot Testing of Subgoal Labeled Worked Examples for Five Core Concepts in CS1. , 2019, , .		11
5	A Gap Analysis of Noncognitive Constructs in Evaluation Instruments Designed for Computing Education. , 2019, , .		10
6	Student Engagement in Active Learning Software Engineering Courses. , 2019, , .		7
7	Improving Research and Experience Reports of Pre-College Computing Activities. , 2018, , .		16
8	Pre-College Computing Outreach Research. , 2017, , .		19
9	Trial by a Many-Colored Flame: A Multi-disciplinary, Community-Centric Approach to Digital Media and Computing Education. , 2017, , 237-257.		3
10	Learning Loops. , 2016, , .		16
11	Towards a Common Framework for Evaluating Computing Outreach Activities. , 2016, , .		61
12	Demographics of undergraduates studying games in the United States: a comparison of computer science students and the general population. Computer Science Education, 2013, 23, 158-185.	3.7	3
13	Killer "killer examples" for design patterns. SIGCSE Bulletin, 2007, 39, 228-232.	0.1	2
14	We claim this class for computer science. SIGCSE Bulletin, 2004, 36, 442-446.	0.1	3
15	Board 37: Developing Subgoal Labels for Imperative Programming to Improve Student Learning Outcomes. , 0, , .		1
16	Board 36: Evaluating the Long-term Impact of Precollege Computing Education Phase 1 Overview. , 0, , .		0