Brendan Tangney

List of Publications by Year
in descending order

49 papers	1,120 citations	567281 15 h-index	434195 31 g-index
51 all docs	51 docs citations	51 times ranked	794 citing authors

#	ARTICLE	IF	CITATIONS
1	Large-scale, design-based research facilitating iterative change in Irish schools â€" the Trinity Access approach. Irish Educational Studies, 2024, 43, 103-123.	2.5	4
2	Exploring a pedagogical model to support teaching new literacy skills in English education â€" an Irish study. Irish Educational Studies, 2023, 42, 99-122.	2.5	1
3	Developing twenty-first-century skills in out-of-school education: the Bridge21 Transition Year programme. Technology, Pedagogy and Education, 2021, 30, 525-541.	5.4	6
4	Parental Involvement in Computer Science Education and Computing Attitudes and Behaviours in the Home: Model and Scale Development. ACM Transactions on Computing Education, 2021, 21, 1-24.	3.5	4
5	ETAS: an instrument for measuring attitudes towards learning English with technology. Technology, Pedagogy and Education, 2020, 29, 445-461.	5.4	4
6	â€œCodePlusâ€â€"Measuring Short-Term Efficacy in a Non-Formal, All-Female CS Outreach Programme. ACM Transactions on Computing Education, 2020, 20, 1-18.	3.5	6
7	Bridge21: teamwork, technology and learning. A pragmatic model for effective twenty-first-century team-based learning. Technology, Pedagogy and Education, 2018, 27, 211-232.	5.4	21
8	Technology usage in mathematics education research â€" A systematic review of recent trends. Computers and Education, 2017, 114, 255-273.	8.3	126
9	Bridge21 â€" exploring the potential to foster intrinsic student motivation through a team-based, technology-mediated learning model. Technology, Pedagogy and Education, 2016, 25, 187-206.	5.4	20
10	Extending experiential learning in teacher professional development. Teaching and Teacher Education, 2016, 58, 129-139.	3.2	122
11	Living The Lockout: The Dublin Tenement Experience Participation Design for Locals, Diaspora, and Teenagers through Engagement with one of the Darkest Times in Dublinâ€™s History. Museum International, 2016, 68, 131-147.	0.2	1
12	Enhancing student engagement through the affordances of mobile technology: a 21st century learning perspective on Realistic Mathematics Education. Mathematics Education Research Journal, 2016, 28, 173-197.	1.7	59
13	A 21st Century Teaching and Learning Approach to Computer Science Education: Teacher Reactions. Communications in Computer and Information Science, 2016, , 523-540.	0.5	1
14	Constructivist Learning and Mantle of the Expert Pedagogy - A Case Study of an Authentic Learning Activity, the â€œBrain Gameâ€‚ to Develop 21St Century Skills in Context. , 2016, , .		0
15	Teacher Experiences of Learning Computing using a 21st Century Model of Computer Science Continuing Professional Development. , 2016, , .		2
16	Enacting key skills-based curricula in secondary education: lessons from a technology-mediated, group-based learning initiative. Technology, Pedagogy and Education, 2015, 24, 423-442.	5.4	12
17	Smartphones, Studio-Based Learning, and Scaffolding. ACM Transactions on Computing Education, 2015, 14, 1-15.	3.5	17
18	The alignment of CMC language learning methodologies withÂtheÂBridge21Âmodel of 21C learning. , 2015, , .		1

#	ARTICLE	IF	CITATIONS
19	SLurtles: Supporting constructionist learning in Second Life. Computers and Education, 2013, 61, 115-132.	8.3	39
20	Mobile Technology, Maths Education & 21C Learning. Qscience Proceedings, 2013, , .	0.0	35
21	Pedagogy and Processes for a Computer Programming Outreach Workshopâ€"The Bridge to College Model. IEEE Transactions on Education, 2010, 53, 53-60.	2.4	34
22	Towards a Pragmatic Model for Group-Based, Technology-Mediated, Project-Oriented Learning â€" An Overview of the B2C Model. Communications in Computer and Information Science, 2010, , 602-609.	0.5	14
23	CAWriter: A CSCW/CSCL Tool to Support Research Studentsâ€™ Academic Writing. , 2010, , .		2
24	Increasing Parental Self-Efficacy in a Home-Tutoring Environment. IEEE Transactions on Learning Technologies, 2009, 2, 121-134.	3.2	1
25	CALâ€™07. Computers and Education, 2008, 50, 447-448.	8.3	0
26	An informal online learning community for student mental health at university: a preliminary investigation. British Journal of Guidance and Counselling, 2008, 36, 81-97.	1.2	24
27	Implementing Accessible Online Learning for Blind and Visually Impaired Students. , 2007, , 271-292.		0
28	Designing collaborative, constructionist and contextual applications for handheld devices. Computers and Education, 2006, 46, 294-308.	8.3	212
29	Using short message service to encourage interactivity in the classroom. Computers and Education, 2006, 46, 280-293.	8.3	176
30	Adapting to intelligence profile in an adaptive educational system. Interacting With Computers, 2006, 18, 385-409.	1.5	78
31	P.A.C.T. â€" Scaffolding Best Practice in Home Tutoring. Lecture Notes in Computer Science, 2006, , 615-624.	1.3	1
32	Re-thinking real time video making for the museum exhibition space. , 2005, , .		2
33	Virtual collaborative learning environments for music: networked drumsteps. Computers and Education, 2005, 44, 173-195.	8.3	28
34	Empirical Evaluation of an Adaptive Multiple Intelligence Based Tutoring System. Lecture Notes in Computer Science, 2004, , 308-311.	1.3	3
35	Incorporating Learning Characteristics into an Intelligent Tutor. Lecture Notes in Computer Science, 2002, , 729-738.	1.3	16
36	Who wants to be a teacher? an exploration of the theory of communal constructivism at the chalk face. Teacher Development, 2001, 5, 177-190.	0.7	5

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37	Wilde: Supporting Change in Groupware. Lecture Notes in Computer Science, 2000, , 329-334.	1.3	1
38	Constructing distributed groupware systems. , 1998, , .		3
39	Techniques for handling scale and distribution in virtual worlds. , 1996, , .		5
40	Aspects â€" Composing CSCW Applications. , 1996, , 51-56.		2
41	On object orientation as a paradigm for general purpose distributed operating systems. , 1992, , .		1
42	Some ideas on support for fault tolerance in COMANDOS, an object oriented distributed system. Operating Systems Review (ACM), 1991, 25, 130-135.	1.9	0
43	Scrabble â€" a distributed application with an emphasis on continuity. Software Engineering Journal, 1990, 5, 160.	0.7	7
44	Some ideas on support for fault tolerance in COMANDOS, an object oriented distributed system. , 1990, , .		0
45	Enforcing determinism in a CSMA/CD local area network. Microprocessing and Microprogramming, 1989, 26, 205-211.	0.2	0
46	Learning Circles: A Collaborative Technology-Mediated Peer-Teaching Workshop. Journal of Information Technology Education: Innovations in Practice, 0, 14, 063-083.	0.0	3
47	El aprendizaje ubicuo en la formaciÃ³n universitaria del Profesorado de Primaria. , 0, , .		0
48	CAWriter. , 0, , 181-205.		0
49	SMART. , 0, , 229-242.		0