

Miguel Nussbaum

List of Publications by Year in descending order

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Version: 2024-02-01

116
papers

4,197
citations

136740

32
h-index

128067

60
g-index

122
all docs

122
docs citations

122
times ranked

2976
citing authors

#	ARTICLE	IF	CITATIONS
1	Beyond Nintendo: design and assessment of educational video games for first and second grade students. <i>Computers and Education</i> , 2003, 40, 71-94.	5.1	455
2	Computer supported collaborative learning using wirelessly interconnected handheld computers. <i>Computers and Education</i> , 2004, 42, 289-314.	5.1	349
3	Assessment of 21st century ICT skills in Chile: Test design and results from high school level students. <i>Computers and Education</i> , 2012, 59, 1042-1053.	5.1	190
4	A constructivist mobile learning environment supported by a wireless handheld network. <i>Journal of Computer Assisted Learning</i> , 2004, 20, 235-243.	3.3	183
5	Some guidance on conducting and reporting qualitative studies. <i>Computers and Education</i> , 2017, 106, A1-A9.	5.1	168
6	A conceptual framework based on Activity Theory for mobile CSCL. <i>British Journal of Educational Technology</i> , 2007, 38, 211-235.	3.9	155
7	Teacher adoption of technology. <i>Computers in Human Behavior</i> , 2013, 29, 519-524.	5.1	151
8	Technology as small group face-to-face Collaborative Scaffolding. <i>Computers and Education</i> , 2009, 52, 147-153.	5.1	128
9	Collaborative robotic instruction: A graph teaching experience. <i>Computers and Education</i> , 2009, 53, 330-342.	5.1	116
10	Playability in Action Videogames: A Qualitative Design Model. <i>Human-Computer Interaction</i> , 2002, 17, 311-368.	3.1	114
11	An autonomous educational mobile robot mediator. <i>Autonomous Robots</i> , 2008, 25, 367-382.	3.2	81
12	Scaffolding group explanation and feedback with handheld technology: impact on students' mathematics learning. <i>Educational Technology Research and Development</i> , 2010, 58, 399-419.	2.0	81
13	A framework for the design and integration of collaborative classroom games. <i>Computers and Education</i> , 2011, 57, 1127-1136.	5.1	78
14	Collaboration within large groups in the classroom. <i>International Journal of Computer-Supported Collaborative Learning</i> , 2011, 6, 561-575.	1.9	70
15	Robust Mobile Ad Hoc Space for Collaboration to Support Disaster Relief Efforts Involving Critical Physical Infrastructure. <i>Journal of Computing in Civil Engineering</i> , 2006, 20, 13-27.	2.5	67
16	Comparative study of netbooks and tablet PCs for fostering face-to-face collaborative learning. <i>Computers in Human Behavior</i> , 2011, 27, 834-844.	5.1	63
17	Teaching competencies for technology integration in the classroom. <i>Journal of Computer Assisted Learning</i> , 2009, 25, 453-469.	3.3	61
18	Exploring different technological platforms for supporting co-located collaborative games in the classroom. <i>Computers in Human Behavior</i> , 2012, 28, 1170-1177.	5.1	59

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19	From handheld collaborative tool to effective classroom module: Embedding CSCL in a broader design framework. <i>Computers and Education</i> , 2010, 55, 1018-1026.	5.1	56
20	A Model to Support the Design of Multiplayer Games. <i>Presence: Teleoperators and Virtual Environments</i> , 2000, 9, 448-462.	0.3	55
21	Design guidelines for Classroom Multiplayer Presential Games (CMPG). <i>Computers and Education</i> , 2011, 57, 2039-2053.	5.1	55
22	Using QR codes to increase user engagement in museum-like spaces. <i>Computers in Human Behavior</i> , 2016, 60, 73-85.	5.1	54
23	Implementing collaborative learning activities in the classroom supported by one-to-one mobile computing: A design-based process. <i>Journal of Systems and Software</i> , 2011, 84, 1961-1976.	3.3	53
24	Learning to collaborate by collaborating: a face-to-face collaborative activity for measuring and learning basics about teamwork. <i>Journal of Computer Assisted Learning</i> , 2009, 25, 126-142.	3.3	52
25	Collboard: Fostering new media literacies in the classroom through collaborative problem solving supported by digital pens and interactive whiteboards. <i>Computers and Education</i> , 2013, 63, 368-379.	5.1	41
26	The atomic intrinsic integration approach: A structured methodology for the design of games for the conceptual understanding of physics. <i>Computers and Education</i> , 2012, 59, 806-816.	5.1	39
27	Designing and implementing a test for measuring critical thinking in primary school. <i>Thinking Skills and Creativity</i> , 2016, 20, 40-49.	1.9	39
28	Face-to-face collaborative learning supported by mobile phones. <i>Interactive Learning Environments</i> , 2011, 19, 351-363.	4.4	38
29	Promoting critical thinking in an online, project-based course. <i>Computers in Human Behavior</i> , 2021, 119, 106705.	5.1	38
30	Cultural divide and the Internet. <i>Computers in Human Behavior</i> , 2008, 24, 2917-2926.	5.1	36
31	Comparing marginal effects of Chilean students' economic, social and cultural status on digital versus reading and mathematics performance. <i>Computers and Education</i> , 2015, 82, 1-10.	5.1	35
32	Integrating critical thinking into the classroom: A teacher's perspective. <i>Thinking Skills and Creativity</i> , 2020, 37, 100674.	1.9	35
33	Encouraging Face-to-Face Collaborative Learning through the Use of Handheld Computers in the Classroom. <i>Lecture Notes in Computer Science</i> , 2003, , 193-208.	1.0	32
34	On-Task and Off-Task Behavior in the Classroom: A Study on Mathematics Learning With Educational Video Games. <i>Journal of Educational Computing Research</i> , 2019, 56, 1361-1383.	3.6	31
35	Co-located collaborative learning video game with single display groupware. <i>Interactive Learning Environments</i> , 2010, 18, 177-195.	4.4	29
36	Learning experience assessment of flipped courses. <i>Journal of Computing in Higher Education</i> , 2018, 30, 237-258.	3.9	28

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37	Teachers' support with ad-hoc collaborative networks. <i>Journal of Computer Assisted Learning</i> , 2005, 21, 171-180.	3.3	27
38	Multiple Mice based collaborative one-to-one learning. <i>Computers and Education</i> , 2009, 53, 393-401.	5.1	27
39	Taking critical thinking, creativity and grit online. <i>Educational Technology Research and Development</i> , 2021, 69, 201-206.	2.0	27
40	ICT for education: a conceptual framework for the sustainable adoption of technology-enhanced learning environments in schools. <i>Technology, Pedagogy and Education</i> , 2012, 21, 291-315.	3.3	26
41	A Self-Adaptive Multi-Agent System Approach for Collaborative Mobile Learning. <i>IEEE Transactions on Learning Technologies</i> , 2015, 8, 158-172.	2.2	25
42	Classroom logistics: Integrating digital and non-digital resources. <i>Computers and Education</i> , 2013, 69, 493-495.	5.1	23
43	Methodology for evaluating a novel education technology: a case study of handheld video games in Chile. <i>Computers and Education</i> , 2006, 46, 174-191.	5.1	21
44	Factors affecting the adoption of information and communication technologies in teaching. <i>Education and Information Technologies</i> , 2017, 22, 2175-2196.	3.5	21
45	Editorial: Educational technology and addictions. <i>Computers and Education</i> , 2020, 145, 103730.	5.1	21
46	Development of intelligent tutoring systems using knowledge structures. <i>Computers and Education</i> , 2001, 36, 15-32.	5.1	20
47	An experimental study of the inclusion of technology in higher education. <i>Computer Applications in Engineering Education</i> , 2009, 17, 100-107.	2.2	20
48	One Mouse per Child: interpersonal computer for individual arithmetic practice. <i>Journal of Computer Assisted Learning</i> , 2012, 28, 295-309.	3.3	20
49	Co-located single display collaborative learning for early childhood education. <i>International Journal of Computer-Supported Collaborative Learning</i> , 2013, 8, 225-244.	1.9	19
50	Read Create Share (RCS): A new digital tool for interactive reading and writing. <i>Computers and Education</i> , 2015, 82, 486-496.	5.1	19
51	Integrating a collaboration script and group awareness to support group regulation and emotions towards collaborative problem solving. <i>International Journal of Computer-Supported Collaborative Learning</i> , 2022, 17, 135-168.	1.9	19
52	Strategic and cognitive criteria for the selection of startups. <i>Technovation</i> , 2006, 26, 151-161.	4.2	18
53	Decision support system for conflict diagnosis in personnel selection. <i>Information and Management</i> , 1999, 36, 55-62.	3.6	17
54	Is the use of information and communication technology related to performance in working memory tasks? Evidence from seventh-grade students. <i>Computers and Education</i> , 2011, 57, 2068-2076.	5.1	17

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55	Evolutionary development: a model for the design, implementation, and evaluation of ICT for education programmes. <i>Journal of Computer Assisted Learning</i> , 2012, 28, 81-98.	3.3	17
56	Exploring the feasibility of web form adaptation to users' cultural dimension scores. <i>User Modeling and User-Adapted Interaction</i> , 2010, 20, 87-108.	2.9	15
57	The effects of whole-class interactive instruction with Single Display Groupware for Triangles. <i>Computers and Education</i> , 2014, 70, 203-211.	5.1	15
58	Online survey: A national study with school principals. <i>Computers in Human Behavior</i> , 2017, 74, 35-44.	5.1	13
59	Building arguments: key to collaborative scaffolding. <i>Interactive Learning Environments</i> , 2018, 26, 355-371.	4.4	13
60	Interaction-Based Design for Mobile Collaborative-Learning Software. <i>IEEE Software</i> , 2007, 24, 80-89.	2.1	12
61	Using multiple choice questions as a pedagogic model for face-to-face CSCL. <i>Computer Applications in Engineering Education</i> , 2009, 17, 89-99.	2.2	11
62	Read, write, touch: Co-construction and multiliteracies in a third-grade digital writing exercise. <i>Journal of Computer Assisted Learning</i> , 2018, 34, 162-173.	3.3	11
63	Assessment of user experience in video-based learning environments: From design guidelines to final product. <i>Computers and Education</i> , 2021, 167, 104176.	5.1	11
64	Towards a design framework for mobile computer-supported collaborative learning. , 2005, , .		11
65	Using scaffolded feedforward and peer feedback to improve problem-based learning in large classes. <i>Computers and Education</i> , 2022, 182, 104446.	5.1	11
66	Modeling a Collaborative Answer Negotiation Activity Using IMS-Based Learning Design. <i>IEEE Transactions on Education</i> , 2009, 52, 375-384.	2.0	10
67	Educational Videogame Design. , 2014, , .		10
68	Measuring cognitive load in practicing arithmetic using educational video games on a shared display. <i>Computers in Human Behavior</i> , 2014, 41, 351-356.	5.1	10
69	The Impact of the Technology Used in Formative Assessment. <i>Journal of Educational Computing Research</i> , 2017, 54, 1142-1167.	3.6	10
70	Comparing the use of the interpersonal computer, personal computer and pen-and-paper when solving arithmetic exercises. <i>British Journal of Educational Technology</i> , 2016, 47, 91-105.	3.9	9
71	Curricular Analytics to Characterize Educational Trajectories in High-Failure Rate Courses That Lead to Late Dropout. <i>Applied Sciences (Switzerland)</i> , 2021, 11, 1436.	1.3	9
72	Assessing collaborative problem-solving skills among elementary school students. <i>Computers and Education</i> , 2021, 175, 104313.	5.1	9

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73	Interactive films and coconstruction. ACM Transactions on Multimedia Computing, Communications and Applications, 2011, 7, 1-24.	3.0	8
74	User experience of government documents: A framework for informing design decisions. Government Information Quarterly, 2019, 36, 179-195.	4.0	8
75	A single-display groupware collaborative language laboratory. Interactive Learning Environments, 2016, 24, 758-783.	4.4	7
76	From handheld collaborative tool to effective classroom module. , 2009, , .		7
77	A Production Scheduling System. ORSA Journal on Computing, 1993, 5, 168-181.	1.7	6
78	Using global search heuristics for the capacity vehicle routing problem. Computers and Operations Research, 1998, 25, 407-417.	2.4	6
79	Preparing Undergraduate Computer Science Students to Face Intercultural and Multidisciplinary Scenarios. IEEE Transactions on Professional Communication, 2013, 56, 67-80.	0.6	6
80	Silent Collaboration with Large Groups in the Classroom. IEEE Transactions on Learning Technologies, 2014, 7, 197-203.	2.2	6
81	Procesos pedagógicos y uso de tecnología en el aula. Revista Complutense De Educacion, 2015, 26, 405-424.	0.3	6
82	A comparative analysis of interactive arithmetic learning in the classroom and computer lab. Computers in Human Behavior, 2015, 43, 183-188.	5.1	6
83	Using a fine-grained multiple-choice response format in educational drill-and-practice video games. Interactive Learning Environments, 2017, 25, 717-732.	4.4	6
84	Having Fun Doing Math: Text Messages Promoting Parent Involvement Increased Student Learning. Journal of Research on Educational Effectiveness, 2019, 12, 251-273.	0.9	6
85	A framework for the development of videogames. Software - Practice and Experience, 2001, 31, 1091-1107.	2.5	5
86	Orchestrating the <sc>XO</sc> computer with digital and conventional resources to teach mathematics. Journal of Computer Assisted Learning, 2015, 31, 202-219.	3.3	5
87	Is more detailed feedback better for problem-solving?. Interactive Learning Environments, 2021, 29, 1189-1210.	4.4	5
88	The national curriculum vs. the ideal curriculum: acknowledging student learning interests. Oxford Review of Education, 2019, 45, 333-349.	1.4	5
89	Computer assisted mediation for blind children. Computers and Education, 1997, 28, 229-235.	5.1	4
90	Let's Spend Time Together: Text Messaging Parents to Help Math-Anxious Students. Journal for Research in Mathematics Education, 2021, 52, 189-212.	1.0	4

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91	Comparative Analysis of Ad-Hoc Networks Oriented to Collaborative Activities. Lecture Notes in Computer Science, 2006, , 465-479.	1.0	4
92	Knowledge-based language for modeling linear programming problems. Computers and Operations Research, 1998, 25, 379-388.	2.4	3
93	An Empirical Wi-Fi Based Location Mechanism for Urban Search and Rescue Operations. Lecture Notes in Computer Science, 2004, , 48-61.	1.0	3
94	Cultural Illiteracy and the Internet. Cyberpsychology, Behavior and Social Networking, 2007, 10, 853-856.	2.2	3
95	How much does the quality of teaching vary at under-performing schools? Evidence from classroom observations in Chile. International Journal of Educational Development, 2020, 72, 102125.	1.4	3
96	Using metacognition to promote active learning in large business management classes. Innovations in Education and Teaching International, 0, , 1-11.	1.5	3
97	Online physically active academic lessons in COVID-19 times: A pilot study. Teaching and Teacher Education, 2022, 116, 103750.	1.6	3
98	Intelligent manual: An aid for process engineering. Engineering Applications of Artificial Intelligence, 1992, 5, 43-49.	4.3	2
99	An architecture for solving sequencing and resource allocation problems using approximation methods. Journal of the Operational Research Society, 1998, 49, 52-65.	2.1	2
100	Classroom multiplayer presential games. , 2009, , .		2
101	Guidelines for Educational Software Design That Consider the Interests and Needs of Teachers and Students. , 2013, , .		2
102	Designing and implementing a test for measuring cultural dimensions in primary school. Learning, Culture and Social Interaction, 2018, 18, 46-59.	1.1	2
103	Teaching through dance: An opportunity to introduce physically active academic lessons. Teaching and Teacher Education, 2021, 106, 103450.	1.6	2
104	Understanding the Role of Mobile Ad hoc Networks in Non-traditional Contexts. , 2006, , 199-215.		2
105	Mobile Robotic Supported Collaborative Learning (MRSCL). Lecture Notes in Computer Science, 2004, , 912-921.	1.0	2
106	Educational Games and the Design Based Research Approach. , 2015, , .		1
107	An Ad-Hoc Wireless Network Architecture for Face-to-Face Mobile Collaborative Applications. Lecture Notes in Computer Science, 2006, , 42-55.	1.0	1
108	Transforming the learning experience in pre-service teacher training using the flipped classroom. Technology, Pedagogy and Education, 2022, 31, 261-274.	3.3	1

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109	Correlations Between Digital Tools and Humans Cognitive Processes. Lecture Notes in Computer Science, 2005, , 326-335.	1.0	0
110	Interpersonal Computer for Teaching Arithmetic and Reading Skills. Procedia, Social and Behavioral Sciences, 2012, 46, 435-439.	0.5	0
111	Design of Collaborative Learning Activities. , 2013, , .		0
112	Self-organizing Connectivity for Mobile Agents in Dynamical Environments. Lecture Notes in Computer Science, 2016, , 230-241.	1.0	0
113	How Prioritizing Number Skills Can Act as a Mediator for Socioeconomic Inequality within a National Math Compulsory Curriculum. Elementary School Journal, 2020, 120, 580-610.	0.9	0
114	What to Learn? Socialization of the Subject Hierarchy in Schools. Educational Studies - AESA, 2021, 57, 58-77.	0.4	0
115	What to learn? Curricular interest among socially vulnerable students. Oxford Review of Education, 2022, 48, 218-233.	1.4	0
116	Ubiquitous Awareness in an Academic Environment. Lecture Notes in Computer Science, 2004, , 244-255.	1.0	0