

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 | What to learn? Curricular interest among socially vulnerable students. Oxford Review of Education, 2022, 48, 218-233. | 1.4 | 0 |
| 2 | Using scaffolded feedforward and peer feedback to improve problem-based learning in large classes. Computers and Education, 2022, 182, 104446. | 5.1 | 11 |
| 3 | Transforming the learning experience in pre-service teacher training using the flipped classroom. Technology, Pedagogy and Education, 2022, 31, 261-274. | 3.3 | 1 |
| 4 | Integrating a collaboration script and group awareness to support group regulation and emotions towards collaborative problem solving. International Journal of Computer-Supported Collaborative Learning, 2022, 17, 135-168. | 1.9 | 19 |
| 5 | Online physically active academic lessons in COVID-19 times: A pilot study. Teaching and Teacher Education, 2022, 116, 103750. | 1.6 | 3 |
| 6 | Is more detailed feedback better for problem-solving?. Interactive Learning Environments, 2021, 29, 1189-1210. | 4.4 | 5 |
| 7 | Taking critical thinking, creativity and grit online. Educational Technology Research and Development, 2021, 69, 201-206. | 2.0 | 27 |
| 8 | What to Learn? Socialization of the Subject Hierarchy in Schools. Educational Studies - AESA, 2021, 57, 58-77. | 0.4 | 0 |
| 9 | Curricular Analytics to Characterize Educational Trajectories in High-Failure Rate Courses That Lead to Late Dropout. Applied Sciences (Switzerland), 2021, 11, 1436. | 1.3 | 9 |
| 10 | Letâ€™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 |
| 11 | Promoting critical thinking in an online, project-based course. Computers in Human Behavior, 2021, 119, 106705. | 5.1 | 38 |
| 12 | Assessment of user experience in video-based learning environments: From design guidelines to final product. Computers and Education, 2021, 167, 104176. | 5.1 | 11 |
| 13 | Teaching through dance: An opportunity to introduce physically active academic lessons. Teaching and Teacher Education, 2021, 106, 103450. | 1.6 | 2 |
| 14 | Assessing collaborative problem-solving skills among elementary school students. Computers and Education, 2021, 175, 104313. | 5.1 | 9 |
| 15 | Editorial: Educational technology and addictions. Computers and Education, 2020, 145, 103730. | 5.1 | 21 |
| 16 | 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 |
| 17 | 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 |
| 18 | Integrating critical thinking into the classroom: A teacherâ€™s perspective. Thinking Skills and Creativity, 2020, 37, 100674. | 1.9 | 35 |

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 19 | Having Fun Doing Math: Text Messages Promoting Parent Involvement Increased Student Learning. <i>Journal of Research on Educational Effectiveness</i> , 2019, 12, 251-273. | 0.9 | 6 |
| 20 | User experience of government documents: A framework for informing design decisions. <i>Government Information Quarterly</i> , 2019, 36, 179-195. | 4.0 | 8 |
| 21 | The national curriculum vs. the ideal curriculum: acknowledging student learning interests. <i>Oxford Review of Education</i> , 2019, 45, 333-349. | 1.4 | 5 |
| 22 | 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 |
| 23 | 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 |
| 24 | Designing and implementing a test for measuring cultural dimensions in primary school. <i>Learning, Culture and Social Interaction</i> , 2018, 18, 46-59. | 1.1 | 2 |
| 25 | Building arguments: key to collaborative scaffolding. <i>Interactive Learning Environments</i> , 2018, 26, 355-371. | 4.4 | 13 |
| 26 | Learning experience assessment of flipped courses. <i>Journal of Computing in Higher Education</i> , 2018, 30, 237-258. | 3.9 | 28 |
| 27 | Using a fine-grained multiple-choice response format in educational drill-and-practice video games. <i>Interactive Learning Environments</i> , 2017, 25, 717-732. | 4.4 | 6 |
| 28 | The Impact of the Technology Used in Formative Assessment. <i>Journal of Educational Computing Research</i> , 2017, 54, 1142-1167. | 3.6 | 10 |
| 29 | Online survey: A national study with school principals. <i>Computers in Human Behavior</i> , 2017, 74, 35-44. | 5.1 | 13 |
| 30 | Some guidance on conducting and reporting qualitative studies. <i>Computers and Education</i> , 2017, 106, A1-A9. | 5.1 | 168 |
| 31 | Factors affecting the adoption of information and communication technologies in teaching. <i>Education and Information Technologies</i> , 2017, 22, 2175-2196. | 3.5 | 21 |
| 32 | A single-display groupware collaborative language laboratory. <i>Interactive Learning Environments</i> , 2016, 24, 758-783. | 4.4 | 7 |
| 33 | 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 |
| 34 | Self-organizing Connectivity for Mobile Agents in Dynamical Environments. <i>Lecture Notes in Computer Science</i> , 2016, , 230-241. | 1.0 | 0 |
| 35 | 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 |
| 36 | Using QR codes to increase user engagement in museum-like spaces. <i>Computers in Human Behavior</i> , 2016, 60, 73-85. | 5.1 | 54 |

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 37 | Educational Games and the Design Based Research Approach. , 2015, , . | | 1 |
| 38 | Procesos pedag3gicos y uso de tecnologAa en el aula. Revista Complutense De Educacion, 2015, 26, 405-424. | 0.3 | 6 |
| 39 | A Self-Adaptive Multi-Agent System Approach for Collaborative Mobile Learning. IEEE Transactions on Learning Technologies, 2015, 8, 158-172. | 2.2 | 25 |
| 40 | Orchestrating the <scp>XO</scp> computer with digital and conventional resources to teach mathematics. Journal of Computer Assisted Learning, 2015, 31, 202-219. | 3.3 | 5 |
| 41 | Read Create Share (RCS): A new digital tool for interactive reading and writing. Computers and Education, 2015, 82, 486-496. | 5.1 | 19 |
| 42 | A comparative analysis of interactive arithmetic learning in the classroom and computer lab. Computers in Human Behavior, 2015, 43, 183-188. | 5.1 | 6 |
| 43 | Comparing marginal effects of Chilean students' economic, social and cultural status on digital versus reading and mathematics performance. Computers and Education, 2015, 82, 1-10. | 5.1 | 35 |
| 44 | Educational Videogame Design. , 2014, , . | | 10 |
| 45 | Measuring cognitive load in practicing arithmetic using educational video games on a shared display. Computers in Human Behavior, 2014, 41, 351-356. | 5.1 | 10 |
| 46 | Silent Collaboration with Large Groups in the Classroom. IEEE Transactions on Learning Technologies, 2014, 7, 197-203. | 2.2 | 6 |
| 47 | The effects of whole-class interactive instruction with Single Display Groupware for Triangles. Computers and Education, 2014, 70, 203-211. | 5.1 | 15 |
| 48 | Co-located single display collaborative learning for early childhood education. International Journal of Computer-Supported Collaborative Learning, 2013, 8, 225-244. | 1.9 | 19 |
| 49 | Guidelines for Educational Software Design That Consider the Interests and Needs of Teachers and Students. , 2013, , . | | 2 |
| 50 | Teacher adoption of technology. Computers in Human Behavior, 2013, 29, 519-524. | 5.1 | 151 |
| 51 | Classroom logistics: Integrating digital and non-digital resources. Computers and Education, 2013, 69, 493-495. | 5.1 | 23 |
| 52 | Collboard: Fostering new media literacies in the classroom through collaborative problem solving supported by digital pens and interactive whiteboards. Computers and Education, 2013, 63, 368-379. | 5.1 | 41 |
| 53 | Preparing Undergraduate Computer Science Students to Face Intercultural and Multidisciplinary Scenarios. IEEE Transactions on Professional Communication, 2013, 56, 67-80. | 0.6 | 6 |
| 54 | Design of Collaborative Learning Activities. , 2013, , . | | 0 |

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|----|--|-----|-----------|
| 55 | 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 |
| 56 | 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 |
| 57 | Interpersonal Computer for Teaching Arithmetic and Reading Skills. <i>Procedia, Social and Behavioral Sciences</i> , 2012, 46, 435-439. | 0.5 | 0 |
| 58 | 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 |
| 59 | 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 |
| 60 | 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 |
| 61 | One Mouse per Child: interpersonal computer for individual arithmetic practice. <i>Journal of Computer Assisted Learning</i> , 2012, 28, 295-309. | 3.3 | 20 |
| 62 | A framework for the design and integration of collaborative classroom games. <i>Computers and Education</i> , 2011, 57, 1127-1136. | 5.1 | 78 |
| 63 | Design guidelines for Classroom Multiplayer Presential Games (CMPG). <i>Computers and Education</i> , 2011, 57, 2039-2053. | 5.1 | 55 |
| 64 | 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 |
| 65 | 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 |
| 66 | 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 |
| 67 | Collaboration within large groups in the classroom. <i>International Journal of Computer-Supported Collaborative Learning</i> , 2011, 6, 561-575. | 1.9 | 70 |
| 68 | Interactive films and coconstruction. <i>ACM Transactions on Multimedia Computing, Communications and Applications</i> , 2011, 7, 1-24. | 3.0 | 8 |
| 69 | Face-to-face collaborative learning supported by mobile phones. <i>Interactive Learning Environments</i> , 2011, 19, 351-363. | 4.4 | 38 |
| 70 | 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 |
| 71 | 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 |
| 72 | Co-located collaborative learning video game with single display groupware. <i>Interactive Learning Environments</i> , 2010, 18, 177-195. | 4.4 | 29 |

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|----|---|-----|-----------|
| 73 | From handheld collaborative tool to effective classroom module: Embedding CSCL in a broader design framework. Computers and Education, 2010, 55, 1018-1026. | 5.1 | 56 |
| 74 | Modeling a Collaborative Answer Negotiation Activity Using IMS-Based Learning Design. IEEE Transactions on Education, 2009, 52, 375-384. | 2.0 | 10 |
| 75 | An experimental study of the inclusion of technology in higher education. Computer Applications in Engineering Education, 2009, 17, 100-107. | 2.2 | 20 |
| 76 | Using multiple choice questions as a pedagogic model for face-to-face CSCL. Computer Applications in Engineering Education, 2009, 17, 89-99. | 2.2 | 11 |
| 77 | Learning to collaborate by collaborating: a face-to-face collaborative activity for measuring and learning basics about teamwork. Journal of Computer Assisted Learning, 2009, 25, 126-142. | 3.3 | 52 |
| 78 | Teaching competencies for technology integration in the classroom. Journal of Computer Assisted Learning, 2009, 25, 453-469. | 3.3 | 61 |
| 79 | Technology as small group face-to-face Collaborative Scaffolding. Computers and Education, 2009, 52, 147-153. | 5.1 | 128 |
| 80 | Collaborative robotic instruction: A graph teaching experience. Computers and Education, 2009, 53, 330-342. | 5.1 | 116 |
| 81 | Multiple Mice based collaborative one-to-one learning. Computers and Education, 2009, 53, 393-401. | 5.1 | 27 |
| 82 | Classroom multiplayer presential games. , 2009, , . | | 2 |
| 83 | From handheld collaborative tool to effective classroom module. , 2009, , . | | 7 |
| 84 | An autonomous educational mobile robot mediator. Autonomous Robots, 2008, 25, 367-382. | 3.2 | 81 |
| 85 | Cultural divide and the Internet. Computers in Human Behavior, 2008, 24, 2917-2926. | 5.1 | 36 |
| 86 | Cultural Illiteracy and the Internet. Cyberpsychology, Behavior and Social Networking, 2007, 10, 853-856. | 2.2 | 3 |
| 87 | Interaction-Based Design for Mobile Collaborative-Learning Software. IEEE Software, 2007, 24, 80-89. | 2.1 | 12 |
| 88 | A conceptual framework based on Activity Theory for mobile CSCL. British Journal of Educational Technology, 2007, 38, 211-235. | 3.9 | 155 |
| 89 | Methodology for evaluating a novel education technology: a case study of handheld video games in Chile. Computers and Education, 2006, 46, 174-191. | 5.1 | 21 |
| 90 | Strategic and cognitive criteria for the selection of startups. Technovation, 2006, 26, 151-161. | 4.2 | 18 |

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|-----|---|-----|-----------|
| 91 | Robust Mobile Ad Hoc Space for Collaboration to Support Disaster Relief Efforts Involving Critical Physical Infrastructure. Journal of Computing in Civil Engineering, 2006, 20, 13-27. | 2.5 | 67 |
| 92 | Comparative Analysis of Ad-Hoc Networks Oriented to Collaborative Activities. Lecture Notes in Computer Science, 2006, , 465-479. | 1.0 | 4 |
| 93 | Understanding the Role of Mobile Ad hoc Networks in Non-traditional Contexts. , 2006, , 199-215. | | 2 |
| 94 | An Ad-Hoc Wireless Network Architecture for Face-to-Face Mobile Collaborative Applications. Lecture Notes in Computer Science, 2006, , 42-55. | 1.0 | 1 |
| 95 | Teachers' support with ad-hoc collaborative networks. Journal of Computer Assisted Learning, 2005, 21, 171-180. | 3.3 | 27 |
| 96 | Correlations Between Digital Tools and Humans Cognitive Processes. Lecture Notes in Computer Science, 2005, , 326-335. | 1.0 | 0 |
| 97 | Towards a design framework for mobile computer-supported collaborative learning. , 2005, , . | | 11 |
| 98 | A constructivist mobile learning environment supported by a wireless handheld network. Journal of Computer Assisted Learning, 2004, 20, 235-243. | 3.3 | 183 |
| 99 | Computer supported collaborative learning using wirelessly interconnected handheld computers. Computers and Education, 2004, 42, 289-314. | 5.1 | 349 |
| 100 | An Empirical Wi-Fi Based Location Mechanism for Urban Search and Rescue Operations. Lecture Notes in Computer Science, 2004, , 48-61. | 1.0 | 3 |
| 101 | Mobile Robotic Supported Collaborative Learning (MRSCl). Lecture Notes in Computer Science, 2004, , 912-921. | 1.0 | 2 |
| 102 | Ubiquitous Awareness in an Academic Environment. Lecture Notes in Computer Science, 2004, , 244-255. | 1.0 | 0 |
| 103 | Beyond Nintendo: design and assessment of educational video games for first and second grade students. Computers and Education, 2003, 40, 71-94. | 5.1 | 455 |
| 104 | Encouraging Face-to-Face Collaborative Learning through the Use of Handheld Computers in the Classroom. Lecture Notes in Computer Science, 2003, , 193-208. | 1.0 | 32 |
| 105 | Playability in Action Videogames: A Qualitative Design Model. Human-Computer Interaction, 2002, 17, 311-368. | 3.1 | 114 |
| 106 | Development of intelligent tutoring systems using knowledge structures. Computers and Education, 2001, 36, 15-32. | 5.1 | 20 |
| 107 | A framework for the development of videogames. Software - Practice and Experience, 2001, 31, 1091-1107. | 2.5 | 5 |
| 108 | A Model to Support the Design of Multiplayer Games. Presence: Teleoperators and Virtual Environments, 2000, 9, 448-462. | 0.3 | 55 |

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|-----|--|-----|-----------|
| 109 | Decision support system for conflict diagnosis in personnel selection. Information and Management, 1999, 36, 55-62. | 3.6 | 17 |
| 110 | Knowledge-based language for modeling linear programming problems. Computers and Operations Research, 1998, 25, 379-388. | 2.4 | 3 |
| 111 | Using global search heuristics for the capacity vehicle routing problem. Computers and Operations Research, 1998, 25, 407-417. | 2.4 | 6 |
| 112 | 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 |
| 113 | Computer assisted mediation for blind children. Computers and Education, 1997, 28, 229-235. | 5.1 | 4 |
| 114 | A Production Scheduling System. ORSA Journal on Computing, 1993, 5, 168-181. | 1.7 | 6 |
| 115 | Intelligent manual: An aid for process engineering. Engineering Applications of Artificial Intelligence, 1992, 5, 43-49. | 4.3 | 2 |
| 116 | Using metacognition to promote active learning in large business management classes. Innovations in Education and Teaching International, 0, , 1-11. | 1.5 | 3 |