

MarÃ-a Dolores GuzmÃ;n Franco

List of Publications by Year in descending order

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Version: 2024-02-01

17
papers

179
citations

1307366

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all docs

20
docs citations

20
times ranked

157
citing authors

#	ARTICLE	IF	CITATIONS
1	Mobile Learning in University Contexts Based on the Unified Theory of Acceptance and Use of Technology (UTAUT). <i>Journal of New Approaches in Educational Research</i> , 2019, 8, 7-17.	2.1	38
2	Tangible Technologies for Childhood Education: A Systematic Review. <i>Sustainability</i> , 2019, 11, 2910.	1.6	28
3	Computational Thinking and Down Syndrome: An Exploratory Study Using the KIBO Robot. <i>Informatics</i> , 2019, 6, 25.	2.4	23
4	Robótica educativa en contextos inclusivos: el caso de las aulas hospitalarias. <i>Educación XXI</i> , 2020, 24, .	0.3	11
5	Teaching computational thinking to Down syndrome students. , 2018, , .		10
6	Understanding the engagement of elementary school students in one-to-one iPad programs using an adaptation of self-system model of motivational development. <i>Computers in Human Behavior</i> , 2020, 105, 106224.	5.1	8
7	Aportaciones de la formación blended learning al desarrollo profesional docente. <i>RIED: Revista Iberoamericana De Educación A Distancia</i> , 2018, 21, 155.	0.8	7
8	Trainee Teachers' Perceptions on Cyberbullying in Educational Contexts. <i>Social Sciences</i> , 2019, 8, 21.	0.7	6
9	Horizontes educativos de los videojuegos. Propuestas y reflexiones de futuros maestros y educadores sociales. <i>Educar</i> , 2016, 53, 67-88.	0.2	6
10	'La Bella y la Bestia' y el movimiento LGTB en Disney: empoderamiento y activismo en YouTube. <i>Área Abierta</i> , 2020, 20, 75-93.	0.2	3
11	Study of a sequence to stimulate the engagement in one-to-one iPad programs at elementary schools. <i>Education and Information Technologies</i> , 2020, 25, 509-532.	3.5	2
12	Collective intelligence semiotics in the Stranger Things series. <i>Comunicación Y Sociedad (Mexico)</i> , 2021, 2021, 1-24.	0.2	1
13	The motivation of students as a backbone in the post-MOOC era.. @tic: <i>Revista D'Innovación Educativa</i> , 2017, .	0.3	1
14	Diseño e integración del recurso multimedia «Mine-ducation» en educación primaria: Valoraciones aportadas por expertos. <i>Aula Abierta</i> , 2018, 47, 307.	0.3	1
15	Youtube musicians and self-perceived multimedia, hypermedia, intertextual and transmedia competencies. <i>Learning, Media and Technology</i> , 0, , 1-16.	2.1	0
16	Diseño e integración del recurso multimedia «Mine-ducation» en educación primaria: Valoraciones aportadas por expertos. <i>Aula Abierta</i> , 2018, 47, 307.	0.3	0
17	Diseño e integración del recurso multimedia «Mine-ducation» en educación primaria: Valoraciones aportadas por expertos. <i>Aula Abierta</i> , 2018, 47, 307.	0.3	0