

Barbara Sabitzer

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3020043/publications.pdf>

Version: 2024-02-01

45
papers

150
citations

2258059

3
h-index

2053705

5
g-index

47
all docs

47
docs citations

47
times ranked

62
citing authors

#	ARTICLE	IF	CITATIONS
1	Informatics concepts for primary education. , 2014, , .		15
2	Computational thinking through modeling in language lessons. , 2018, , .		14
3	Enhancing Computational Thinking Skills using Robots and Digital Storytelling. , 2021, , .		8
4	The Effect of Robotics-Based Storytelling Activities on Primary School Studentsâ€™ Computational Thinking. Education Sciences, 2022, 12, 10.	2.6	8
5	Developing Computational Thinking Skills Through Modeling in Language Lessons. Open Education Studies, 2021, 3, 17-25.	0.8	6
6	A COOL Lab for Teacher Education. , 2019, , 319-328.		6
7	Modeling: A computer science concept for general education. , 2015, , .		5
8	Software Engineering in Primary and Secondary Schools - Informatics Education is more than Programming. , 2016, , .		5
9	Educational Pyramid Scheme â€œ A Sustainable Way Of Bringing Innovations To School. , 2020, , .		5
10	Informatics-Lab: Attracting Primary School Pupils for Computer Science. , 0, , .		5
11	The Teaching-Learning-Lab - Digital Literacy and Computational Thinking for Everyone. , 2017, , .		5
12	A Robotics-based Learning Environment Supporting Computational Thinking Skills â€” Design and Development. , 2021, , .		5
13	Combined Effects of Block-Based Programming and Physical Computing on Primary Students' Computational Thinking Skills. Frontiers in Psychology, 0, 13, .	2.1	5
14	Brain-based Programming. , 2013, , .		4
15	Brain-based programming continued: Effective teaching in programming courses. , 2014, , .		4
16	Teaching Software Engineering in schools on the right time to introduce Software Engineering concepts. , 2015, , .		4
17	Work-in-Progress: Closing the Gaps: Diversity in Programming Education. , 2021, , .		4
18	â€œFAIRY TALE COMPUTER SCIENCEâ€” CREATIVE APPROACHES FOR EARLY COMPUTER SCIENCE IN PRIMARY EDUCATION. , 2019, , .		4

#	ARTICLE	IF	CITATIONS
19	Female Computer Scientists Needed: Approaches For Closing The Gender Gap. , 2020, , .		4
20	Informatics meets foreign languages COOL ideas for a cross-curricular cooperation. Computers in Human Behavior, 2013, 29, 424-432.	8.5	3
21	Brain-based programming. , 2013, , .		3
22	Informatics is COOL. , 2013, , .		3
23	Learning under Lockdown: The Conditions in Austria in a Global Context. , 2021, , .		3
24	Brain-based teaching in computer science. , 2013, , .		2
25	A congress for children and computational thinking for everyone. , 2018, , .		2
26	Improving Scratch Programming with CRC-Card Design. , 2019, , .		2
27	The Childrenâ€™s Congress: Creative Computational Thinking to Promote Gifted Pupils. , 2020, , .		2
28	Grammar Instruction with UML. , 2020, , .		2
29	A media-reduced approach towards informatics at primary level. , 2013, , .		1
30	Brain-based teaching in programming courses. , 2014, , .		1
31	COOL. , 2019, , .		1
32	Games for Learning: A Neurodidactical Approach to Computer Science. International Journal of Science, Mathematics and Technology Learning, 2013, 19, 45-55.	0.2	1
33	Working on Interdisciplinary Projects toâ€™Strengthen Creative Computational Thinking and to Support Talent Development. Communications in Computer and Information Science, 2021, , 317-340.	0.5	1
34	Immersion into the World of Gaming: An Approach of Introducing Gamification in an Educational Context. , 2020, , .		1
35	THE CHILDRENâ€™S CONGRESS: CREATIVE COMPUTATIONAL THINKING & STEM-EDUCATION. , 2020, , .		1
36	Exploring Studentsâ€™ Experiences and Perceptions of Computer Science: A Survey of Austrian Secondary Schools. , 2022, , .		1

#	ARTICLE	IF	CITATIONS
37	Brain-based programming. , 2013, , .		0
38	On Competence-Based Learning and Neuroscience. Lecture Notes in Computer Science, 2013, , 171-183.	1.3	0
39	INTERDISCIPLINARY PROBLEM-BASED LEARNING WITH GIFTED STUDENTS. , 2018, , .		0
40	Promoting Talents for Computer Science. , 2019, , .		0
41	MAGIC ARTS AS PROBLEM-BASED LEARNING CONCEPT: A STEAM APPROACH TO INTRODUCE COMPUTATIONAL THINKING IN LOWER SECONDARY EDUCATION. , 2019, , .		0
42	Beyond the Game: Exploring Winning Strategies With Gifted Students. , 2019, , .		0
43	Adapting an OER Textbook for the Inverted Classroom Model â€” How To Flip the Classroom with BBC micro:bit Example Tasks. , 2021, , .		0
44	Digital Literacy in Austrian Lower Secondary Education - A Synthesis and Evaluation of Experiences in the First Two Years. , 2021, , .		0
45	Exploring Diversity in Introductory Programming Classes: An Experience Report. , 2022, , .		0