

Lluís Albarraçà-n

List of Publications by Year in descending order

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Version: 2024-02-01

37
papers

232
citations

1163117

8
h-index

1125743

13
g-index

40
all docs

40
docs citations

40
times ranked

104
citing authors

#	ARTICLE	IF	CITATIONS
1	Devising a plan to solve Fermi problems involving large numbers. Educational Studies in Mathematics, 2014, 86, 79-96.	2.8	34
2	What Is Known about Elementary Grades Mathematical Modelling. Education Research International, 2016, 2016, 1-9.	1.1	25
3	The use and potential of Fermi problems in the STEM disciplines to support the development of twenty-first century competencies. ZDM - International Journal on Mathematics Education, 2019, 51, 979-990.	2.2	19
4	Using Large Number Estimation Problems in Primary Education Classrooms to Introduce Mathematical Modelling. International Journal of Innovation in Science and Mathematics Education, 2019, 27, .	0.2	16
5	Students from grade 2 to grade 10 solving a Fermi problem: analysis of emerging models. Mathematics Education Research Journal, 2021, 33, 61-78.	1.7	14
6	Análisis de los Modelos Matemáticos Producidos durante la Resolución de Problemas de Fermi. Bolema - Mathematics Education Bulletin, 2017, 31, 220-242.	0.4	13
7	PROBLEMAS DE ESTIMACIÓN DE GRANDES CANTIDADES: MODELIZACIÓN E INFLUENCIA DEL CONTEXTO. Revista Latinoamericana De Investigacion En Matematica Educativa, 2013, 16, 289-315.	0.1	12
8	Mathematics learning opportunities when playing a Tower Defense Game. International Journal of Serious Games, 2015, 2, .	1.1	12
9	Large Number Estimation as a Vehicle to Promote Mathematical Modeling. Early Childhood Education Journal, 2021, 49, 681-691.	2.7	10
10	Design and Implementation of a Tool for Analysing Student Products When They Solve Fermi Problems. International Perspectives on the Teaching and Learning of Mathematical Modelling, 2017, , 265-275.	0.5	9
11	The Role of Context for Characterising Students' Strategies when Estimating Large Numbers of Elements on a Surface. International Journal of Science and Mathematics Education, 2021, 19, 1209-1227.	2.5	8
12	Students Estimating Large Quantities: From Simple Strategies to the Population Density Model. Eurasia Journal of Mathematics, Science and Technology Education, 2018, 14, .	1.3	8
13	Los videojuegos como objeto de investigación incipiente en Educación Matemática. Modelling in Science Education and Learning, 2017, 10, 53.	0.2	6
14	The Influence of Technology on the Mathematical Modelling of Physical Phenomena. ICME-13 Monographs, 2019, , 161-178.	1.0	4
15	A brief guide to modelling in secondary school: estimating big numbers. Teaching Mathematics and Its Applications, 2015, 34, 223-228.	0.8	3
16	Emphasizing visualization and physical applications in the study of eigenvectors and eigenvalues. Teaching Mathematics and Its Applications, 0, , hrw018.	0.8	3
17	Mathematical Modeling Projects Oriented towards Social Impact as Generators of Learning Opportunities: A Case Study. Mathematics, 2020, 8, 2034.	2.2	3
18	Graph-Based Problem Explorer: A Software Tool to Support Algorithm Design Learning While Solving the Salesperson Problem. Mathematics, 2020, 8, 1595.	2.2	3

#	ARTICLE	IF	CITATIONS
19	Primary education degree programs in Alicante, Barcelona and Helsinki: Could the differences in the mathematical knowledge of incoming students be explained by the access criteria?. <i>Lumat</i> , 2021, 9, .	0.5	3
20	EyeMath: Identifying Mathematics Problem Solving Processes in a RTS Video Game. <i>Lecture Notes in Computer Science</i> , 2016, , 50-59.	1.3	3
21	Análisis de las actividades propuestas por un libro de texto: el caso de la medida. <i>REDIMAT: Journal of Research in Mathematics Education</i> , 2017, 6, 136.	0.5	3
22	Caracterización de procesos metacognitivos en la resolución de problemas de numeración y patrones matemáticos. <i>Educacion Matematica</i> , 2020, 32, 39-67.	0.1	3
23	Actividades de Estimación de Medida: La interpretación de los docentes de Educación Primaria. <i>Bolema - Mathematics Education Bulletin</i> , 2018, 32, 1177-1197.	0.4	3
24	Complejidad en el proceso de modelización de una tarea estadística. <i>Modelling in Science Education and Learning</i> , 2016, 9, 5.	0.2	2
25	Modelling with Statistical Data: Characterisation of Student Models. <i>International Perspectives on the Teaching and Learning of Mathematical Modelling</i> , 2017, , 37-47.	0.5	2
26	Aprendiendo a Enseñar Matemáticas a Partir de la Propia Experiencia. <i>Procedia, Social and Behavioral Sciences</i> , 2015, 196, 113-119.	0.5	1
27	An open task to promote students to create statistical concepts through modelling. <i>Teaching Statistics</i> , 2017, 39, 100-105.	0.9	1
28	Orientación y coevaluación: Dos aspectos clave para la evolución del proceso de resolución de problemas. <i>Bolema - Mathematics Education Bulletin</i> , 2021, 35, 89-111.	0.4	1
29	A sequence of activities to develop visualization using a video game. <i>Ensenanza De Las Ciencias</i> , 2021, 39, 181.	0.3	1
30	Designing levels of a video game to promote spatial thinking. <i>International Journal of Mathematical Education in Science and Technology</i> , 0, , 1-13.	1.4	1
31	Problemas de estimación de magnitudes no alcanzables: una propuesta de aula a partir de los modelos generados por los alumnos. <i>Modelling in Science Education and Learning</i> , 0, 6, 33.	0.2	1
32	Los problemas de Fermi como actividades para introducir la modelización: ¿cómo sabemos y cómo debemos saber. <i>Modelling in Science Education and Learning</i> , 2017, 10, 117.	0.2	1
33	Diseño de criterios para reducir la variabilidad en la calificación de exámenes de matemáticas en pruebas de acceso a la universidad. <i>Pna</i> , 2019, 13, 62-83.	0.5	1
34	Un estudio exploratorio sobre el conocimiento del maestro para guiar actividades de modelización matemática en Educación Primaria. <i>Modelling in Science Education and Learning</i> , 2019, 12, 77.	0.2	0
35	Modelización matemática en actividades estadísticas: Episodios clave para la generación de modelos. <i>Uniciencia</i> , 2022, 36, 1-18.	0.5	0
36	El potencial del eye-tracker como herramienta para estudiar el razonamiento matemático: Una experiencia usando videojuegos. , 2020, , .		0

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37	REPENSANDO LOS PROBLEMAS DE FERMI PARA LA ENSEÑANZA Y APRENDIZAJE DE LAS CIENCIAS. Investigacoes Em Ensino De Ciencias, 2021, 26, 56.	0.2	0