

# Mete Akcaoglu

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3091915/publications.pdf>

Version: 2024-02-01

28  
papers

1,055  
citations

471509

17  
h-index

580821

25  
g-index

28  
all docs

28  
docs citations

28  
times ranked

832  
citing authors

#	ARTICLE	IF	CITATIONS
1	Initiating and maintaining student-instructor rapport in online classes. <i>Internet and Higher Education</i> , 2022, 53, 100844.	6.5	13
2	Understanding Children's Problem-solving Strategies in Solving Game-based Logic Problems. <i>International Journal of Technology in Education and Science</i> , 2021, 5, 245-257.	1.0	2
3	An Exploration of Factors Impacting Middle School Students' Attitudes Toward Computer Programming. <i>Computers in the Schools</i> , 2021, 38, 19-35.	1.0	3
4	Problem Solving and Teaching How to Solve Problems in Technology-Rich Contexts. <i>Peabody Journal of Education</i> , 2020, 95, 127-138.	1.3	2
5	Identifying multiple learning spaces within a single teacher-focused Twitter hashtag. <i>Computers and Education</i> , 2020, 148, 103809.	8.3	38
6	Digital divide among higher education faculty. <i>International Journal of Educational Technology in Higher Education</i> , 2020, 17, .	7.6	62
7	Teaching systems thinking through game design. <i>Educational Technology Research and Development</i> , 2019, 67, 1-19.	2.8	27
8	Computational What? Relating Computational Thinking to Teaching. <i>TechTrends</i> , 2018, 62, 574-584.	2.3	40
9	Outcomes from a self-generated utility value intervention on fifth and sixth-grade students' value and interest in science. <i>International Journal of Educational Research</i> , 2018, 87, 67-77.	2.2	8
10	Development of an instrument to measure Faculty's information and communication technology access (FICTA). <i>Education and Information Technologies</i> , 2018, 23, 253-269.	5.7	24
11	The role of relevance in future teachers' utility value and interest toward technology. <i>Educational Technology Research and Development</i> , 2018, 66, 283-311.	2.8	22
12	Using Facebook groups to support social presence in online learning. <i>Distance Education</i> , 2018, 39, 334-352.	3.9	42
13	Contextual Factors Influencing Access to Teaching Computational Thinking. <i>Computers in the Schools</i> , 2018, 35, 69-87.	1.0	14
14	Guest Editors' Introduction: Tinkering in Technology-Rich Design Contexts. <i>Interdisciplinary Journal of Problem-based Learning</i> , 2018, 12, .	0.5	0
15	Game Design as a Complex Problem Solving Process. <i>Advances in Game-based Learning Book Series</i> , 2017, , 217-233.	0.2	4
16	Sociability of Online Learning Environments: Examining Discussion Group Sizes and Social Network Sites. , 2017, , 1-16.		1
17	Increasing Social Presence in Online Learning through Small Group Discussions. <i>International Review of Research in Open and Distance Learning</i> , 2016, 17, .	1.8	116
18	Using instructor-led Facebook groups to enhance students' perceptions of course content. <i>Computers in Human Behavior</i> , 2016, 65, 582-590.	8.5	34

#	ARTICLE	IF	CITATIONS
19	An investigation of State Educational Twitter Hashtags (SETHs) as affinity spaces. E-Learning and Digital Media, 2016, 13, 24-44.	2.6	50
20	The Substitution Augmentation Modification Redefinition (SAMR) Model: a Critical Review and Suggestions for its Use. TechTrends, 2016, 60, 433-441.	2.3	220
21	Design and Implementation of the Game-Design and Learning Program. TechTrends, 2016, 60, 114-123.	2.3	24
22	Sociability of Online Learning Environments: Examining Discussion Group Sizes and Social Network Sites. , 2016, , 1-16.		0
23	Policy, practice, and reality: exploring a nation-wide technology implementation in Turkish schools. Technology, Pedagogy and Education, 2015, 24, 477-491.	5.4	14
24	Learning problem-solving through making games at the game design and learning summer program. Educational Technology Research and Development, 2014, 62, 583-600.	2.8	58
25	Cognitive outcomes from the Game-Design and Learning (GDL) after-school program. Computers and Education, 2014, 75, 72-81.	8.3	78
26	“œ see smart people!œ Using Facebook to supplement cognitive and affective learning in the university mass lecture. Internet and Higher Education, 2014, 23, 1-8.	6.5	87
27	Blending Synchronous Face-to-face and Computer-Supported Cooperative Learning in a Hybrid Doctoral Seminar. TechTrends, 2013, 57, 54-59.	2.3	44
28	Instructional Leadership in Turkish Primary Schools. Educational Management Administration and Leadership, 2013, 41, 289-302.	3.8	28