

# Anders Morch

## List of Publications by Year in descending order

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Version: 2024-02-01

41  
papers

574  
citations

840776

11  
h-index

752698

20  
g-index

48  
all docs

48  
docs citations

48  
times ranked

388  
citing authors

#	ARTICLE	IF	CITATIONS
1	Overcoming Challenges to the Adoption of Learning Analytics at the Practitioner Level: A Critical Analysis of 18 Learning Analytics Frameworks. Scandinavian Journal of Educational Research, 2022, 66, 367-381.	1.7	24
2	â€œMy Point of Departure for Analytics is Extreme Skepticismâ€™: Implications Derived from An Investigation of University Teachersâ€™ Learning Analytics Perspectives and Design Practices. Technology, Knowledge and Learning, 2022, 27, 505-527.	4.9	10
3	Social learning analytics in computer-supported collaborative learning environments: A systematic review of empirical studies. Computers and Education Open, 2022, 3, 100073.	4.2	26
4	Survey: Artificial Intelligence, Computational Thinking and Learning. KI - Kunstliche Intelligenz, 2022, 36, 5-16.	3.2	9
5	Collaborative learning with block-based programming: investigating human-centered artificial intelligence in education. Behaviour and Information Technology, 2022, 41, 1830-1847.	4.0	9
6	CoPDA 2022 - Cultures of Participation in the Digital Age: AI for Humans or Humans for AI?. , 2022, , .		2
7	Interactive Screencasts as Learning Tools in Introductory Programming. Lecture Notes in Computer Science, 2021, , 342-346.	1.3	0
8	Instruction vs. emergence on r/place: Understanding the growth and control of evolving artifacts in mass collaboration. Computers in Human Behavior, 2021, 122, 106845.	8.5	0
9	Use of videos in the Information and Communication Technology Massive Open Online Course: Insights for learning and development of transformative digital agency with pre- and in-service teachers in Norway. Policy Futures in Education, 2020, 18, 497-516.	1.8	15
10	Design trade-offs in cultures of participation: empowering end users to improve their quality of life. Behaviour and Information Technology, 2020, 39, 1-4.	4.0	10
11	Combining Checkpoint and Process Learning Analytics to Support Learning Design Decisions in Blended Learning Environments. Journal of Learning Analytics, 2020, 7, 33-47.	2.4	10
12	Exploring Social Learning Analytics to Support Teaching and Learning Decisions in Online Learning Environments. Lecture Notes in Computer Science, 2019, , 187-198.	1.3	5
13	Inclusion through design and use of digital learning environments. , 2018, , .		3
14	End-User Development and Learning in Second Life: The Evolving Artifacts Framework with Application. , 2017, , 333-358.		8
15	Cultures of Participation in the Digital Age. , 2016, , .		7
16	Mutual development in mass collaboration: Identifying interaction patterns in customer-initiated software product development. Computers in Human Behavior, 2016, 65, 77-91.	8.5	11
17	Teaching Interpersonal Problem Solving Skills Using Roleplay in a 3D Virtual World for Special Education: A Case Study in Second Life. , 2015, , .		8
18	The Teacher as Designer: Preparations for Teaching in a Second Life Distance Education Course. , 2014, , .		8

#	ARTICLE	IF	CITATIONS
19	Research on e-learning in the workplace 2000â€“2012: A bibliometric analysis of the literature. Educational Research Review, 2014, 11, 56-72.	7.8	99
20	Culture of participation in the digital age. , 2014, , .		8
21	Practicing Collaboration Skills Through Role-Play Activities in a 3D Virtual World. Lecture Notes in Educational Technology, 2014, , 165-184.	0.8	6
22	Preparing for International Operations in a Cyberworld: A Norwegian Army Example. , 2013, , .		2
23	Training Cultural Awareness in Military Operations in a Virtual Afghan Village: A Methodology for Scenario Development. , 2013, , .		16
24	An analysis of teacher-defined activities with mobile technologies: predecessor and successor tool use in the classroom. Learning, Media and Technology, 2013, 38, 41-56.	3.2	14
25	Adapting a learning tool for specialized nursing. Journal of Workplace Learning, 2013, 25, 441-454.	1.7	7
26	The role of social interaction in software effort estimation: Unpacking the â€œmagic stepâ€ between reasoning and decision-making. Information and Software Technology, 2012, 54, 985-996.	4.4	16
27	Mutual Development. Journal of Organizational and End User Computing, 2010, 22, 36-57.	2.9	6
28	Evolutionary Application Development: Tools to Make Tools and Boundary Crossing. Computer Supported Cooperative Work / Series Ed By: Dan Diaper and Colston Sanger, 2010, , 151-171.	1.1	1
29	A Computer Science Perspective on Technology-Enhanced Learning Research. , 2009, , 275-288.		7
30	Mutual Development: A Case Study in Customer-Initiated Software Product Development. Lecture Notes in Computer Science, 2009, , 31-49.	1.3	28
31	New Sociotechnical Insights in Interaction Design. Lecture Notes in Computer Science, 2009, , 973-974.	1.3	1
32	Eâ€learning in a large organization. Journal of Workplace Learning, 2007, 19, 392-411.	1.7	28
33	Grounding Collaborative Learning in Semantics-Based Critiquing. International Journal of Distance Education Technologies, 2007, 5, 40-55.	2.9	8
34	An evolutionary approach to prototyping pedagogical agents: from simulation to integrated system. Journal of Network and Computer Applications, 2005, 29, 177-199.	9.1	3
35	Supporting Conceptual Awareness with Pedagogical Agents. Information Systems Frontiers, 2005, 7, 39-53.	6.4	14
36	Grounding Collaborative Knowledge Building in Semantics-Based Critiquing. Lecture Notes in Computer Science, 2005, , 244-255.	1.3	3

#	ARTICLE	IF	CITATIONS
37	Helping Users Customize Their Pedagogical Agents: Issues, Approaches and Examples. Lecture Notes in Computer Science, 2004, , 131-139.	1.3	3
38	Component-based technologies for end-user development. Communications of the ACM, 2004, 47, 59-62.	4.5	81
39	Integrating Software Agents with FLE3. , 2003, , 157-161.		10
40	Designing for radical tailorability: coupling artifact and rationale. Knowledge-Based Systems, 1994, 7, 253-264.	7.1	6
41	Computational Thinking as a Social Movement. KI - Kunstliche Intelligenz, 0, , 1.	3.2	1