Pantelis M Papadopoulos

List of Publications by Year
in descending order

37 papers	354 citations	933447 10 h-index	888059 17 g-index
38 all docs	38 docs citations	38 times ranked	297 citing authors

#	Article	IF	Citations
1	Let me explain! The effects of writing and reading short justifications on students' performance, confidence and opinions in audience response systems. Journal of Computer Assisted Learning, 2022, 38, 327-337.	5.1	5
2	Conversational agents in MOOCs: reflections on first outcomes of the colMOOC project. , 2021, , xxxvii-lxxiv.		2
3	Concurrent and retrospective metacognitive judgements as feedback in audience response systems: Impact on performance and self-assessment accuracy. Computers and Education Open, 2021, 2, 100046.	4.2	2
4	Tangible and graphical programming with experienced children: A mixed methods analysis. International Journal of Child-Computer Interaction, 2019, 19, 67-78.	3.5	35
5	Enriching feedback in audience response systems: Analysis and implications of objective and subjective metrics on students' performance and attitudes. Journal of Computer Assisted Learning, 2019, 35, 305-316.	5.1	6
6	Towards Integrating Conversational Agents and Learning Analytics in MOOCs. Lecture Notes on Data Engineering and Communications Technologies, 2018, , 1061-1072.	0.7	10
7	Conversational Agents as Group-Teacher Interaction Mediators in MOOCs. , 2018, , .		14
8	Students' Perceptions on Co-creating Learning Material in Information Systems Education. Communications in Computer and Information Science, 2018, , 325-342.	0.5	0
9	Improving the Quiz - Student Preparation and Confidence as Feedback Metrics. , 2017, , .		1
10	Student Groups as Tutors in Information Systems Education - Students' Perspectives on Collaboration and Outcomes. , 2017, , .		1
11	Conversational agents for academically productive talk: a comparison of directed and undirected agent interventions. International Journal of Computer-Supported Collaborative Learning, 2016, 11, 417-440.	3.0	33
12	How Revealing Rankings Affects Student Attitude and Performance in a Peer Review Learning Environment. Communications in Computer and Information Science, 2016, , 225-240.	0.5	10
13	Learning Arabic Through Play Games on Tabletop Surface Computers in Early Childhood. Communications in Computer and Information Science, 2016, , 208-224.	0.5	0
14	Can Peers Rate Reliably as Experts in Small CSCL Groups?. Lecture Notes in Computer Science, 2016, , 280-285.	1.3	1
15	Usage Data and Group Rankings in Peer Review Settings: A Case Study on Students' Behavior and Performance. , 2014, , .		0
16	FLOSS in Technology-Enhanced Learning. Lecture Notes in Computer Science, 2014, , 121-132.	1.3	3
17	The Role of Peer Review in Supporting the Sustainability of Technology-Enhanced Learning Environments. Lecture Notes in Computer Science, 2014, , 89-103.	1.3	0
18	Using Open Source Projects in Higher Education: A Two-Way Certification Framework. Lecture Notes in Computer Science, 2014, , 274-280.	1.3	0

#	Article	IF	Citations
19	Enhancing software engineering education through open source projects: Four years of students' perspectives. Education and Information Technologies, 2013, 18, 381-397.	5.7	16
20	Learning activities, educational games, and tangibles. , 2013, , .		5
21	Open Education Case Studies: A Variety of Shades and Formats. Advances in Digital Education and Lifelong Learning, 2013, , 47-48.	0.1	0
22	The Impact of Script Coercion in Computer-Supported Collaboration: A Case Study on Learning Benefits When Technology Makes Learners' Thinking Processes Explicit. , 2012, , .		1
23	How to Implement a Technology Supported Free-Selection Peer Review Protocol: Design Implications from Two Studies on Computer Network Education. , 2012, , .		2
24	How to improve the peer review method: Free-selection vs assigned-pair protocol evaluated in a computer networking course. Computers and Education, 2012, 59, 182-195.	8.3	22
25	The language of sustainability: From the basic writing classroom to professional discourse. , 2011, , .		0
26	The value of writing-to-learn when using question prompts to support web-based learning in ill-structured domains. Educational Technology Research and Development, 2011, 59, 71-90.	2.8	26
27	Selecting and Evaluating a Learning Management System. International Journal of Distance Education Technologies, 2011, 9, 13-30.	2.9	13
28	The effect of prompting to students with different learning styles. Multicultural Education and Technology Journal, 2010, 4, 198-213.	2.0	1
29	Prompting students' context-generating cognitive activity in ill-structured domains: does the prompting mode affect learning?. Educational Technology Research and Development, 2009, 57, 193-210.	2.8	16
30	The Impact of Prompting in Technology-Enhanced Learning as Moderated by Students' Motivation and Metacognitive Skills. Lecture Notes in Computer Science, 2009, , 535-548.	1.3	5
31	Analyzing the role of students' self-organization in a case of scripted collaboration. , 2009, , .		9
32	The effect of scaffolding students' context-generating cognitive activity in technology-enhanced case-based learning. Computers and Education, 2008, 51, 939-954.	8.3	100
33	Learning Software Project Management on the Web: The Impact of Question Prompts. , 2008, , .		0
34	Case-based instruction on the web for teaching software project management. , 2007, , .		3
35	Bridging the Contextual Distance: The e-CASE Learning Environment for Supporting Students' Context Awareness. Lecture Notes in Computer Science, 2005, , 523-533.	1.3	3
36	Research Integration in Information Systems Education: Students' Perceptions on Learning Strategies, Skill Development, and Performance. Journal of Information Technology Education:Research, 0, 17, 345-363.	0.0	8

#	ARTICLE	IF	CITATIONS
37	Selecting and Evaluating a Learning Management System. , 0, , 189-205.		0