

Georgios Fesakis

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3219663/publications.pdf>

Version: 2024-02-01

13
papers

121
citations

1937685

4
h-index

1720034

7
g-index

14
all docs

14
docs citations

14
times ranked

83
citing authors

#	ARTICLE	IF	CITATIONS
1	Computer Science Teachers' Perceptions, Beliefs and Attitudes on Computational Thinking in Greece. Informatics in Education, 2019, 18, 227-258.	2.2	28
2	Influence of the familiarization with "scratch" on future teachers' opinions and attitudes about programming and ICT in education. , 2009, , .		23
3	Using the Internet for Communicative Learning Activities in Kindergarten: The Case of the "Shapes Planet". Early Childhood Education Journal, 2011, 38, 385-392.	2.7	17
4	Interactive Storytelling and Mobile Augmented Reality applications for Learning and Entertainment "A rapid prototyping perspective. , 2015, , .		11
5	Designing Math Trails for Enhanced by Mobile Learning Realistic Mathematics Education in Primary Education. International Journal of Engineering Pedagogy, 2018, 8, 49-63.	1.1	11
6	Exploring the Scope and the Conceptualization of Computational Thinking at the K-12 Classroom Level Curriculum. , 2018, , 181-212.		9
7	A Study on User's Perception in E-learning Security and Privacy Issues. , 2012, , .		5
8	Could Computer Games-based Problem Solving Positively Affect the Development of Creativity in Young Children? A Mixed Method Case Study. , 2015, , 207-225.		5
9	Adaptive, Synchronous, and Mobile Online Education: Developing the ASYMPTOTE Learning Environment. Mathematics, 2022, 10, 1628.	2.2	5
10	The Math Trail as a Learning Activity Model for M-Learning Enhanced Realistic Mathematics Education: A Case Study in Primary Education. Advances in Intelligent Systems and Computing, 2018, , 323-332.	0.6	3
11	To What Extent Is the Use of Interaction Models as Design Patterns Supported by Current e-Learning Authoring Tools? A Comparative Analysis. Communications in Computer and Information Science, 2019, , 49-61.	0.5	1
12	Proposing "collaborative filtering" to foster collaboration in ScratchR community. , 2009, , .		0
13	A Teacher Professional Development Program in the Pedagogical Model "Online Communities of Practice". International Journal of Technologies in Learning, 2014, 20, 61-79.	0.2	0