

# 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  | Adaptive, Synchronous, and Mobile Online Education: Developing the ASYMPTOTE Learning Environment. <i>Mathematics</i> , 2022, 10, 1628.  | 2.2 | 5         |
| 2  | To What Extent Is the Use of Interaction Models as Design Patterns Supported by Current e-Learning Authoring Tools? A Comparative Analysis. <i>Communications in Computer and Information Science</i> , 2019, , 49-61. | 0.5 | 1         |
| 3  | Computer Science Teachers' Perceptions, Beliefs and Attitudes on Computational Thinking in Greece. <i>Informatics in Education</i> , 2019, 18, 227-258.  | 2.2 | 28        |
| 4  | Designing Math Trails for Enhanced by Mobile Learning Realistic Mathematics Education in Primary Education. <i>International Journal of Engineering Pedagogy</i> , 2018, 8, 49-63.                                     | 1.1 | 11        |
| 5  | Exploring the Scope and the Conceptualization of Computational Thinking at the K-12 Classroom Level Curriculum. , 2018, , 181-212.   |     | 9         |
| 6  | The Math Trail as a Learning Activity Model for M-Learning Enhanced Realistic Mathematics Education: A Case Study in Primary Education. <i>Advances in Intelligent Systems and Computing</i> , 2018, , 323-332.        | 0.6 | 3         |
| 7  | Interactive Storytelling and Mobile Augmented Reality applications for Learning and Entertainment "A rapid prototyping perspective. , 2015, , .  |     | 11        |
| 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  | 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         |
| 10 | A Study on User's Perception in E-learning Security and Privacy Issues. , 2012, , .  |     | 5         |
| 11 | 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        |
| 12 | Influence of the familiarization with "scratch" on future teachers' opinions and attitudes about programming and ICT in education. , 2009, , .   |     | 23        |
| 13 | Proposing "collaborative filtering" to foster collaboration in ScratchR community. , 2009, , .   |     | 0         |