

Gideon Dishon

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3232148/publications.pdf>

Version: 2024-02-01

18
papers

229
citations

1163117

8
h-index

1058476

14
g-index

18
all docs

18
docs citations

18
times ranked

157
citing authors

#	ARTICLE	IF	CITATIONS
1	ADAPTABILITY AND ITS DISCONTENTS: 21ST-CENTURY SKILLS AND THE PREPARATION FOR AN UNPREDICTABLE FUTURE. <i>British Journal of Educational Studies</i> , 2021, 69, 393-413.	1.3	37
2	New data, old tensions: Big data, personalized learning, and the challenges of progressive education. <i>Theory and Research in Education</i> , 2017, 15, 272-289.	0.7	36
3	No-excuses for character: A critique of character education in no-excuses charter schools. <i>Theory and Research in Education</i> , 2017, 15, 182-201.	0.7	30
4	Making more of games: Cultivating perspective-taking through game design. <i>Computers and Education</i> , 2020, 148, 103810.	8.3	21
5	Dissolving the Dichotomies Between Online and Campus-Based Teaching: a Collective Response to The Manifesto for Teaching Online (Bayne et al. 2020). <i>Postdigital Science and Education</i> , 2022, 4, 271-329.	5.3	18
6	Donâ€™t @ me: rethinking digital civility online and in school. <i>Learning, Media and Technology</i> , 2018, 43, 434-450.	3.2	16
7	Quality of dialogue and emotion regulation in contentious discussions in higher education. <i>Learning, Culture and Social Interaction</i> , 2021, 30, 100535.	1.8	10
8	Rethinking future uncertainty in the shadow of COVID 19: Education, change, complexity and adaptability. <i>Educational Philosophy and Theory</i> , 2022, 54, 822-833.	1.8	9
9	What kind of revolution? Thinking and rethinking educational technologies in the time of COVID-19. <i>Journal of the Learning Sciences</i> , 2022, 31, 458-476.	2.9	9
10	The new natural? Authenticity and the naturalization of educational technologies. <i>Learning, Media and Technology</i> , 2021, 46, 156-173.	3.2	8
11	Connected civic gaming: rethinking the role of video games in civic education. <i>Interactive Learning Environments</i> , 2022, 30, 999-1010.	6.4	8
12	Games of character: team sports, games, and character development in Victorian public schools, 1850â€“1900. <i>Paedagogica Historica</i> , 2017, 53, 364-380.	0.1	7
13	Future uncertainty and the production of anticipatory policy knowledge: the case of the Israeli future-oriented pedagogy project. <i>Discourse</i> , 2023, 44, 30-44.	1.3	5
14	Taken Out of Context: Defending Civic Education From the Situationist Critique. <i>Philosophical Inquiry in Education</i> , 0, 23, 22-37.	0.1	5
15	Citizenship Education through the Pragmatist Lens of Habit. <i>Journal of Philosophy of Education</i> , 2018, 52, 483.	0.8	4
16	The designability paradox: rethinking authenticity and situatedness in educational video games. <i>Educational Technology Research and Development</i> , 2021, 69, 497-513.	2.8	2
17	Aberrations or Safe Havens? Civics and Schools in the Digital Age. , 2020, , 145-158.		2
18	Digital Civics After Trump. <i>On Education</i> , 2018, 1, .	0.2	2