Therese Keane

List of Publications by Year
in descending order

20	288	1464605
papers	citations	7
		h-index

1113639	
15	
g-index	

20	20	20	169
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Digital technologies: students' expectations and experiences during their transition from high school to university. Education and Information Technologies, 2023, 28, 857-877.	3.5	7
2	Are we ready for virtual reality in K–12 classrooms?. Technology, Pedagogy and Education, 2022, 31, 471-491.	3.3	23
3	Humanoid robots go to school. Education and Information Technologies, 2022, 27, 7563-7581.	3.5	5
4	University Students' Experiences and Reflections of Technology in Their Transition to Online Learning during the Global Pandemic. Education Sciences, 2022, 12, 453.	1.4	8
5	The potential of 360-degree virtual reality videos to teach water-safety skills to children. Computers and Education, 2021, 163, 104096.	5.1	42
6	Immersive virtual reality as a tool to learn problem-solving skills. Computers and Education, 2021, 164, 104121.	5.1	78
7	A vision of the digital future - government funding as a catalyst for 1 to 1 computing in schools. Education and Information Technologies, 2020, 25, 845-861.	3.5	6
8	Effective principal leadership influencing technology innovation in the classroom. Education and Information Technologies, 2020, 25, 5321-5338.	3.5	7
9	Children's memory of a story experienced with virtual reality versus traditional media technology. The International Journal of Virtual Reality, 2020, 20, 55-69.	2.2	6
10	Underrepresentation of Girls in Computing. , 2020, , 1746-1749.		0
11	Robotics in Education. , 2020, , 1437-1444.		0
12	Mapping Computational Thinking and Programming Skills Using Technacy Theory. IFIP Advances in Information and Communication Technology, 2020, , 24-32.	0.5	0
13	Humanoid robots: learning a programming language to learn a traditional language. Technology, Pedagogy and Education, 2019, 28, 533-546.	3.3	11
14	Parents' expectations, perceptions and concerns when schools implement a 1:1 program. Education and Information Technologies, 2018, 23, 1447-1464.	3.5	6
15	Achievements and challenges: Implementing a 1:1 program in a secondary school. Education and Information Technologies, 2017, 22, 1025-1041.	3.5	13
16	Involving Everyone: Coding and Decoding Languages. IFIP Advances in Information and Communication Technology, 2017, , 579-588.	0.5	1
17	Beyond traditional literacy: Learning and transformative practices using ICT. Education and Information Technologies, 2016, 21, 769-781.	3.5	69
18	From Student Geek to Teacher Geek Chic â€" Reflections on How Computers Were Used while as a Student and then as a Teacher. IFIP Advances in Information and Communication Technology, 2014, , 94-109.	0.5	2

#	Article	IF	Citations
19	Influencing the Influencers: The Role of Mothers in IT Career Choices. Journal of Information Technology Education: Innovations in Practice, 0, 15, 181-194.	0.0	2
20	The missing link: The parental voice in Bring Your Own Device (BYOD) programs. Education and Information Technologies, 0, , 1.	3.5	2