

# Marta MartÃ- n-Del-Pozo

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3339773/publications.pdf>

Version: 2024-02-01

11  
papers

143  
citations

1478280

6  
h-index

1474057

9  
g-index

12  
all docs

12  
docs citations

12  
times ranked

122  
citing authors

#	ARTICLE	IF	CITATIONS
1	Project-based learning (PBL) through the incorporation of digital technologies: An evaluation based on the experience of serving teachers. <i>Computers in Human Behavior</i> , 2017, 68, 501-512.	5.1	56
2	A quantitative approach to pre-service primary school teachers' attitudes towards collaborative learning with video games: previous experience with video games can make the difference. <i>International Journal of Educational Technology in Higher Education</i> , 2017, 14, .	4.5	23
3	Videojuegos y aprendizaje colaborativo. Experiencias en torno a la etapa de Educación Primaria.. <i>Education in the Knowledge Society</i> , 2015, 16, 69-89.	2.0	18
4	¿SE SIENTEN PREPARADOS LOS GRADUADOS EN MAESTRO DE PRIMARIA PARA AFRONTAR LA PROFESIÓN DOCENTE?. <i>Bordon</i> , 2016, 68, 69.	0.2	15
5	Video Games and Collaborative Learning in Education? A Scale for Measuring In-Service Teachers' Attitudes towards Collaborative Learning with Video Games. <i>Informatics</i> , 2019, 6, 30.	2.4	7
6	Pre-adolescents' digital competences in the area of safety. Does frequency of social media use mean safer and more knowledgeable digital usage?. <i>Education and Information Technologies</i> , 2021, 26, 1043-1067.	3.5	7
7	An approach to Spanish primary school teachers' attitudes towards collaborative learning with video games and the influence of teacher training. , 2016, , .		3
8	REUNI+D: una red universitaria para la construcción colaborativa de conocimiento. <i>RIED: Revista Iberoamericana De Educación A Distancia</i> , 2018, 21, 159.	0.8	3
9	Participación educativa en el desarrollo de serious games sobre bullying y uso seguro de Internet: Caminando se hace el camino. <i>Revista Interuniversitaria De Investigación En Tecnología Educativa</i> , 2017, , .	0.5	2
10	Video games in teacher training. , 2016, , .		0
11	A Pre-Service Teacher Training Programme about Video Games. , 2018, , .		0