

# Recep akir

## List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

17  
papers

341  
citations

7  
h-index

18  
g-index

19  
ext. papers

485  
ext. citations

2.3  
avg, IF

4.35  
L-index

#	Paper	IF	Citations
17	A validity and reliability study of the computational thinking scales (CTS). <i>Computers in Human Behavior</i> , <b>2017</b> , 72, 558-569	7.7	178
16	Exploring relationships among TPACK components and development of the TPACK instrument. <i>Education and Information Technologies</i> , <b>2015</b> , 20, 241-263	3.6	47
15	Exploring the effect of materials designed with augmented reality on language learners' vocabulary learning. <i>Journal of Educators Online</i> , <b>2015</b> , 12,	2	41
14	The effectiveness of augmented reality environments on individuals with special education needs. <i>Education and Information Technologies</i> , <b>2019</b> , 24, 1631-1659	3.6	19
13	Self-regulation in Three Types of Online Interaction: How Does It Predict Online Pre-service Teachers' Perceived Learning and Satisfaction?. <i>Asia-Pacific Education Researcher</i> , <b>2021</b> , 30, 1-10	1.7	14
12	Who are They Really? A Review of the Characteristics of Pre-service ICT Teachers in Turkey. <i>Asia-Pacific Education Researcher</i> , <b>2015</b> , 24, 67-80	1.7	8
11	The effect of robotic coding education on preschoolers' problem solving and creative thinking skills. <i>Thinking Skills and Creativity</i> , <b>2021</b> , 40, 100812	3	8
10	The effect of educational computer games on students' academic achievements and attitudes towards English lesson. <i>Education and Information Technologies</i> , <b>2020</b> , 25, 5339-5356	3.6	6
9	The effect of educational virtual reality game on primary school students' achievement and engagement in mathematics. <i>Interactive Learning Environments</i> , <b>2020</b> , 1-18	3.1	6
8	Pupils' Opinions on an Educational Virtual Reality Game in Terms of Flow Experience. <i>International Journal of Emerging Technologies in Learning</i> , <b>2019</b> , 14, 121	1.4	5
7	Okulu Ortam Kullanımının Okul Öğrencilerinin Akademik Başarılarına ve Kaygılarına Etkisi. <i>Turkish Journal of Computer and Mathematics Education</i> , <b>2017</b> , 8, 1-1	0.1	2
6	EĞİTİMİN TEKNOLOJİDE KULLANILMASI VE ÖĞRETMENLERİNİN TEKNOLOJİYE UYARLANMASI: GEREKLİK VE GÜVENİRLİK ALIŞIRI. <i>Eğitim Teknolojisi Kuram Ve Uygulama</i> , <b>2019</b> , 9, 332-348	0.1	2
5	The effect of basic robotic coding in-service training on teachers' acceptance of technology, self-development, and computational thinking skills in technology use. <i>Journal of Computers in Education</i> , <b>2021</b> , 8, 237-265	3	2
4	Attitudes of IT teacher candidates towards computer programming and their self-efficacy and opinions regarding to block-based programming. <i>Education and Information Technologies</i> , <b>2020</b> , 25, 4097-4114	2.6	1
3	TEKNOLOJİ İNTEGRASYON MATRİKSİNİN ÖĞRETMENLERİNİN FEN BİLİMLERİ DERSİ AKADEMİK BAŞARILARI VE TEKNOLOJİ YETERLİKLERİNİ ETKİLEME ETKİSİ. <i>Abant İzzet Baysal Üniversitesi Eğitim Fakültesi Dergisi</i> , <b>2018</b> , 18, 1738-1758	0.1	1
2	Effect of Gamified Mobile Applications and the Role of Player Types on the Achievement of Students. <i>Journal of Educational Computing Research</i> , 073563312110656	3.8	0
1	Effect of educational robotic applications on students' cognitive outcomes. <i>Behaviour and Information Technology</i> , 1-17	2.4	0

