

Monica M McGill

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3878432/publications.pdf>

Version: 2024-02-01

50
papers

395
citations

2258059

3
h-index

2272923

4
g-index

50
all docs

50
docs citations

50
times ranked

157
citing authors

#	ARTICLE	IF	CITATIONS
1	Towards a Common Framework for Evaluating Computing Outreach Activities. , 2016, , .		61
2	An International Comparison of K-12 Computer Science Education Intended and Enacted Curricula. , 2019, , .		35
3	Defining the expectation gap. , 2009, , .		29
4	An International Study Piloting the MEasuring TeacherR Enacted Computing Curriculum (METRECC) Instrument. , 2019, , .		24
5	Undergraduate Studentsâ€™ Perceptions of the Impact of Pre-College Computing Activities on Choices of Major. ACM Transactions on Computing Education, 2016, 16, 1-33.	3.5	22
6	Does Outreach Impact Choices of Major for Underrepresented Undergraduate Students?. , 2015, , .		19
7	Pre-College Computing Outreach Research. , 2017, , .		19
8	A Topical Review of Evaluation Instruments for Computing Education. , 2019, , .		18
9	A Longitudinal Analysis of K-12 Computing Education Research in the United States. , 2020, , .		18
10	Improving Research and Experience Reports of Pre-College Computing Activities. , 2018, , .		16
11	Tools, Languages, and Environments Used in Primary and Secondary Computing Education. , 2020, , .		12
12	Defining Requirements for a Repository to Meet the Needs of K-12 Computer Science Educators, Researchers, and Evaluators. , 2018, , .		10
13	A Gap Analysis of Noncognitive Constructs in Evaluation Instruments Designed for Computing Education. , 2019, , .		10
14	An International Pilot Study of K-12 Teachers' Computer Science Self-Esteem. , 2020, , .		10
15	Discovering Empirically-Based Best Practices in Computing Education Through Replication, Reproducibility, and Meta-Analysis Studies. , 2019, , .		9
16	Comparing Programming Self-Esteem of Upper Secondary School Teachers to CS1 Students. , 2021, , .		8
17	If Memory Serves. , 2018, , .		7
18	An International Benchmark Study of K-12 Computer Science Education in Schools. , 2019, , .		7

#	ARTICLE	IF	CITATIONS
19	Exploring research practice partnerships for use in K-12 computer science education. ACM Inroads, 2021, 12, 24-31.	0.6	7
20	Mapping the Landscape of Peer Review in Computing Education Research. , 2020, , .		7
21	A Gap Analysis of Statistical Data Reporting in K-12 Computing Education Research. , 2020, , .		6
22	The Curriculum Planning Process for Undergraduate Game Degree Programs in the United Kingdom and United States. ACM Transactions on Computing Education, 2012, 12, 1-47.	3.5	5
23	Defining What Empirically Works Best. , 2019, , .		5
24	Connecting Evaluation and Computing Education Research. , 2018, , .		4
25	Construction of a Taxonomy for Tools, Languages, and Environments across Computing Education. , 2020, , .		4
26	Computing faculty tenure and promotion requirements at USA and Canadian post-secondary institutions. , 2011, , .		3
27	Repositories You Shouldn't Be Living Without. , 2018, , .		3
28	Using Data to Inform Computing Education Research and Practice. , 2020, , .		3
29	Demographics of undergraduate students in game degree programs in the US and UK. , 2013, , .		2
30	Efficient, Effective, and Ethical Education Research Data Management and Sustainability. , 2021, , .		2
31	Designing and Developing a Resource Center for Primary and Secondary Computing Education Researchers. , 2020, , .		2
32	Motivations and informing frameworks of game degree programs in the United Kingdom and the United States. , 2011, , .		1
33	Institutional support for computing faculty research productivity. , 2012, , .		1
34	Diversity in the game industry. , 2013, , .		1
35	csedresearch.org. , 2019, , .		1
36	Supporting Research on Inclusion in K-12 Computer Science Education using CSEdResearch.org. , 2020, , .		1

#	ARTICLE	IF	CITATIONS
37	Improving K-12 CS Education Research via Tools and Resources for the Community. , 2021, , .		1
38	Developing Evidence-Based Teacher Practice Briefs with Middle School Computer Science Teachers. , 2022, , .		1
39	Early Findings on the Impacts of Developing Evidence-Based Practice Briefs on Middle School Computer Science Teachers. ACM Transactions on Computing Education, 2022, 22, 1-29.	3.5	1
40	Evaluating the effectiveness of hypothesis-based digital learning games in high school science curriculum. , 2009, , .		0
41	Collaborative design of cross-disciplinary game minors based on the IGDA curriculum framework. , 2010, , .		0
42	If Memory Serves. , 2019, , .		0
43	Using Collaborative Open Science to Advance K-12 Computing Education. , 2019, , .		0
44	Piloting the Air Force JROTC Cyber Academy for High School Students. , 2021, , .		0
45	The REDCap Survey Platform. , 2021, , .		0
46	An Introduction to Conducting Quantitative K-12 Computing Education Research. , 2020, , .		0
47	Modifying Existing Evaluation Instruments to Fit Your CS Research Needs. , 2020, , .		0
48	Dynamic Data Visualization for CSEdResearch.org using Tableau and MySQL. , 2020, , .		0
49	The Case for Acknowledging Subjectivity in CS Education Research Data. , 2022, , .		0
50	Board 36: Evaluating the Long-term Impact of Precollege Computing Education Phase 1 Overview. , 0, , .		0