

Jesús H Trespalacios

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3909828/publications.pdf>

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13
papers

139
citations

1477746

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h-index

1281420

11
g-index

13
all docs

13
docs citations

13
times ranked

134
citing authors

#	ARTICLE	IF	CITATIONS
1	Studentsâ€™ Perceptions of Institutional Services and Online Learning Self-Efficacy. American Journal of Distance Education, 2023, 37, 38-52.	1.0	2
2	Community and connectedness in online higher education: a scoping review of the literature. Distance Education, 2021, 42, 5-21.	2.5	14
3	Case Studies in Instructional Design Education: Studentsâ€™ Communication Preferences During Online Discussions. E-Learning and Digital Media, 2020, 17, 21-35.	1.5	2
4	Connecting online students to their higher learning institution. Distance Education, 2020, 41, 128-147.	2.5	8
5	Developing Online Sense of Community: Graduate Studentsâ€™ Experiences and Perceptions. Turkish Online Journal of Distance Education, 2020, 21, 57-72.	0.5	15
6	Faculty Perceptions of Online Teaching at a Mid-Sized Liberal Arts University. Online Learning Journal, 2020, 24, .	1.1	7
7	Personalized Professional Learning and Teacher Self-Efficacy for Integrating Technology in Kâ€“12 Classrooms. Journal of Digital Learning in Teacher Education, 2019, 35, 221-235.	0.7	21
8	Knowledge-Sharing and Potential Virtual Communities of Practice in the U.S. Coast Guardâ€™s Afloat Community: a Qualitative Pilot Study. TechTrends, 2018, 62, 602-611.	1.4	3
9	Implementing Service-Learning Through an Online Graduate Course in Instructional Design. International Journal of Online Pedagogy and Course Design, 2017, 7, 65-79.	0.3	0
10	Effects of Personalization and Invitation Email Length on Web-Based Survey Response Rates. TechTrends, 2016, 60, 330-335.	1.4	22
11	Pearl diver: Identifying numbers on a number line. Teaching Children Mathematics, 2012, 18, 446-447.	0.2	0
12	The Learning Games Design Model. International Journal of Game-Based Learning, 2012, 2, 87-110.	0.9	32
13	Collaboration, Engagement & Fun: How Youth Preferences in Video Gaming can Inform 21st Century Education. TechTrends, 2011, 55, 49-54.	1.4	13