Natasha Anne Rappa

List of Publications by Year
in descending order

17 papers	**358** citations	1163117 **8** h-index	996975 **15** g-index
17 all docs	**17** docs citations	**17** times ranked	**273** citing authors

#	Article	IF	Citations
1	Explaining Chinese university students' continuance learning intention in the MOOC setting: A modified expectation confirmation model perspective. Computers and Education, 2020, 150, 103850.	8.3	126
2	Understanding continuance intention among MOOC participants: The role of habit and MOOC performance. Computers in Human Behavior, 2020, 112, 106455.	8.5	63
3	Designing and implementing virtual enactive role-play and structured argumentation: promises and pitfalls. Computer Assisted Language Learning, 2009, 22, 381-408.	7.1	34
4	The role of teacher, student and ICT in enhancing student engagement in multiuser virtual environments. British Journal of Educational Technology, 2009, 40, 61-69.	6.3	28
5	The use of eye tracking technology to explore learning and performance within virtual reality and mixed reality settings: a scoping review. Interactive Learning Environments, 2022, 30, 1338-1350.	6.4	25
6	Integrating disciplinary-specific genre structure in discourse strategies to support disciplinary literacy. Linguistics and Education, 2018, 43, 1-12.	1.2	14
7	Resilience interventions using interactive technology: a scoping review. Interactive Learning Environments, 2022, 30, 1940-1955.	6.4	13
8	The Role of Metalanguage in an Explicit Literacy Instruction on Scientific Explanation. International Journal of Science and Mathematics Education, 2021, 19, 1311-1331.	2.5	11
9	Student Agency: an Analysis of Students' Networked Relations Across the Informal and Formal Learning Domains. Research in Science Education, 2017, 47, 673-684.	2.3	10
10	Understanding Chinese female university teachers' intention to pursue a PhD degree: some insights from a Chinese university. Higher Education, 2021, 81, 1347-1366.	4.4	9
11	Simulation platforms in initial teacher education: Past practice informing future potentiality. Computers and Education, 2021, 178, 104385.	8.3	8
12	Using Case Studies to Explore Need Satisfaction and Frustration in Puzzle Video Games. Games and Culture, 2022, 17, 752-772.	2.8	5
13	Supporting students' content learning in Biology through teachers' use of classroom talk drawing on concept sketches. Journal of Immersion and Content-Based Language Education, 2019, 7, 233-260.	0.8	4
14	Pre-service teachers' reflections on their challenging experiences interacting with a parent avatar: Insights on deepening reflection on the simulation experience. Journal of Education for Teaching, 2023, 49, 311-325.	2.0	3
15	The role of gender and employment status in MOOC learning: An exploratory study. Journal of Computer Assisted Learning, 2022, 38, 1360-1370.	5.1	3
16	Meeting Disciplinary Literacy Demands in Content Learning: The Singapore Perspective. , 2018, , 45-60.		1
17	The Puzzle Challenge Analysis Tool. A Tool for Analysing the Cognitive Challenge Level of Puzzles in Video Games. Proceedings of the ACM on Human-Computer Interaction, 2021, 5, 1-27.	3.3	1