

# Andri Ioannou

## List of Publications by Year in Descending Order

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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.

78  
papers

798  
citations

14  
h-index

26  
g-index

79  
ext. papers

1,033  
ext. citations

2.2  
avg, IF

4.88  
L-index

#	Paper	IF	Citations
78	The development of environmental science agency for primary school students through an environmental entrepreneurship intervention programme. <i>Entrepreneurship Education</i> , <b>2021</b> , 4, 273	1.3	
77	Structured or unstructured educational robotics curriculum? A study of debugging in block-based programming. <i>Educational Technology Research and Development</i> , <b>2021</b> , 69, 3081	3.6	1
76	Learning experience design with immersive virtual reality in physics education. <i>Educational Technology Research and Development</i> , <b>2021</b> , 69, 3051	3.6	1
75	Learning and innovation skills in making contexts: a comprehensive analytical framework and coding scheme. <i>Educational Technology Research and Development</i> , <b>2021</b> , 69, 3179-3207	3.6	
74	A Learning Experience in Inquiry-Based Physics with Immersive Virtual Reality: Student Perceptions and an Interaction Effect Between Conceptual Gains and Attitudinal Profiles. <i>Journal of Science Education and Technology</i> , <b>2021</b> , 30, 841	2.8	4
73	Developing, Enacting and Evaluating a Learning Experience Design for Technology-Enhanced Embodied Learning in Math Classrooms. <i>TechTrends</i> , <b>2021</b> , 65, 38-50	2	6
72	Collective creativity in STEAM Making activities. <i>Journal of Educational Research</i> , <b>2021</b> , 114, 130-138	1.1	4
71	Comparing a digital and a non-digital embodied learning intervention in geometry: can technology facilitate?. <i>Technology, Pedagogy and Education</i> , <b>2021</b> , 30, 345-363	2.3	0
70	Mobile game-based learning in the era of shifting to digital. <i>Educational Technology Research and Development</i> , <b>2021</b> , 69, 173-175	3.6	
69	Learning games shifting to digital. <i>Educational Technology Research and Development</i> , <b>2021</b> , 69, 141-143	3.6	1
68	Value creation and identity in cross-organizational communities of practice: A learner's perspective. <i>Internet and Higher Education</i> , <b>2021</b> , 51, 100822	7.4	2
67	Envisioned Pedagogical Uses of Chatbots in Higher Education and Perceived Benefits and Challenges. <i>Lecture Notes in Computer Science</i> , <b>2021</b> , 230-250	0.9	
66	A Co-design Approach for the Development and Classroom Integration of Embodied Learning Apps. <i>Lecture Notes in Computer Science</i> , <b>2020</b> , 217-229	0.9	3
65	The Assessment Scale for Creative Collaboration (ASCC) Validation and Reliability Study. <i>International Journal of Human-Computer Interaction</i> , <b>2020</b> , 36, 1056-1069	3.6	2
64	Work-in-Progress: A Learning Experience Design for Immersive Virtual Reality in Physics Classrooms <b>2020</b> ,		4
63	A Virtual Tour of a Hardly Accessible Archaeological Site: The Effect of Immersive Virtual Reality on User Experience, Learning and Attitude Change. <i>Frontiers in Computer Science</i> , <b>2020</b> , 2,	3.4	4
62	Design students meet industry players: Feedback and creativity in communities of practice. <i>Thinking Skills and Creativity</i> , <b>2020</b> , 37, 100684	3	5

61	From behaviour to design: implications for artifact ecologies as shared spaces for design activities. <i>Behaviour and Information Technology</i> , <b>2020</b> , 39, 463-480	2.4	0
60	Technology support for the inclusion of deaf students in mainstream schools: a summary of research from 2007 to 2017. <i>Universal Access in the Information Society</i> , <b>2020</b> , 19, 195-200	2.5	4
59	A Cross-organizational Ecology for Virtual Communities of Practice in Higher Education. <i>International Journal of Human-Computer Interaction</i> , <b>2020</b> , 36, 553-567	3.6	3
58	A model of gameful design for learning using interactive tabletops: enactment and evaluation in the socio-emotional education classroom. <i>Educational Technology Research and Development</i> , <b>2019</b> , 67, 277-302	3.6	13
57	The INTELed pedagogical framework <b>2019</b> ,		4
56	Embodied Learning in a Digital World: A Systematic Review of Empirical Research in K-12 Education. <i>Smart Computing and Intelligence</i> , <b>2019</b> , 155-177	1.1	9
55	Seven HCI Grand Challenges. <i>International Journal of Human-Computer Interaction</i> , <b>2019</b> , 35, 1229-1269	3.6	153
54	Play and Learn with an Intelligent Robot: Enhancing the Therapy of Hearing-Impaired Children. <i>Lecture Notes in Computer Science</i> , <b>2019</b> , 436-452	0.9	3
53	What Do Educational Data, Generated by an Online Platform, Tell Us About Reciprocal Web-Based Peer Assessment?. <i>Lecture Notes in Computer Science</i> , <b>2019</b> , 600-603	0.9	0
52	Investigating Children's Immersion in a High-Embodied Versus Low-Embodied Digital Learning Game in an Authentic Educational Setting. <i>Communications in Computer and Information Science</i> , <b>2019</b> , 222-233	0.3	2
51	On the Reliability and Factorial Validity of the Assessment Scale for Creative Collaboration. <i>Lecture Notes in Computer Science</i> , <b>2019</b> , 783-792	0.9	1
50	On Making, Tinkering, Coding and Play for Learning: A Review of Current Research. <i>Lecture Notes in Computer Science</i> , <b>2019</b> , 217-232	0.9	2
49	Investigating In-Service Teachers' Concerns About Adopting Technology-Enhanced Embodied Learning. <i>Lecture Notes in Computer Science</i> , <b>2019</b> , 595-599	0.9	3
48	Investigating Immersion and Learning in a Low-Embodied versus High-Embodied Digital Educational Game: Lessons Learned from an Implementation in an Authentic School Classroom. <i>Multimodal Technologies and Interaction</i> , <b>2019</b> , 3, 68	1.7	9
47	Implementing embodied learning in the classroom: effects on children's memory and language skills. <i>Educational Media International</i> , <b>2019</b> , 56, 59-74	1.5	31
46	Augmented Reality Supporting Deaf Students in Mainstream Schools: Two Case Studies of Practical Utility of the Technology. <i>Advances in Intelligent Systems and Computing</i> , <b>2018</b> , 387-396	0.4	3
45	From risk factors to detection and intervention: a practical proposal for future work on cyberbullying. <i>Behaviour and Information Technology</i> , <b>2018</b> , 37, 258-266	2.4	14
44	Embracing Collaboration and Social Perspective Taking Using Interactive Tabletops. <i>TechTrends</i> , <b>2018</b> , 62, 403-411	2	4

43	Towards the Use of Social Computing for Social Inclusion: An Overview of the Literature. <i>Lecture Notes in Computer Science</i> , <b>2018</b> , 376-387	0.9	1
42	Social Learning and Social Design Using iPads and Groupware Technologies. <i>Lecture Notes in Computer Science</i> , <b>2018</b> , 430-445	0.9	
41	Expanding the Curricular Space with Educational Robotics: A Creative Course on Road Safety. <i>Lecture Notes in Computer Science</i> , <b>2018</b> , 537-547	0.9	3
40	Moving Bodies to Moving Minds: A Study of the Use of Motion-Based Games in Special Education. <i>TechTrends</i> , <b>2018</b> , 62, 594-601	2	29
39	Technology for Social Change in school contexts: A new landscape for K-12 educational technology research. <i>Education and Information Technologies</i> , <b>2018</b> , 23, 2363-2378	3.6	2
38	Exploring the potentials of educational robotics in the development of computational thinking: A summary of current research and practical proposal for future work. <i>Education and Information Technologies</i> , <b>2018</b> , 23, 2531-2544	3.6	54
37	Using Virtual Reality to Train Designers to Develop Friendly Interfaces for Achromatic Vision Patients <b>2017</b> ,		1
36	A Glance into Social and Evolutionary Aspects of an Artifact Ecology for Collaborative Learning through the Lens of Distributed Cognition. <i>International Journal of Human-Computer Interaction</i> , <b>2017</b> , 33, 642-654	3.6	5
35	Using Embodied Learning Technology to Advance Motor Performance of Children with Special Educational Needs and Motor Impairments. <i>Lecture Notes in Computer Science</i> , <b>2017</b> , 111-124	0.9	12
34	Inclusive access to emergency services: an action research project focused on hearing-impaired citizens. <i>Universal Access in the Information Society</i> , <b>2017</b> , 16, 929-937	2.5	1
33	Massively Multiplayer Online Role Playing Games (MMORPGs) and the 21st century skills: A comprehensive research review from 2010 to 2016. <i>Computers in Human Behavior</i> , <b>2017</b> , 67, 41-48	7.7	51
32	From risk factors to detection and intervention: A metareview and practical proposal for research on cyberbullying <b>2017</b> ,		3
31	Peacemaking Affordances of Shareable Interfaces: A Provocative Essay on Using Technology for Social Change. <i>Lecture Notes in Computer Science</i> , <b>2017</b> , 12-21	0.9	3
30	Enacting artifact-based activities for social technologies in language learning using a design-based research approach. <i>Computers in Human Behavior</i> , <b>2016</b> , 63, 556-567	7.7	16
29	Don't Read My Lips: Assessing Listening and Speaking Skills Through Play with a Humanoid Robot. <i>Communications in Computer and Information Science</i> , <b>2016</b> , 255-260	0.3	5
28	A Personal Tour of Cultural Heritage for Deaf Museum Visitors. <i>Lecture Notes in Computer Science</i> , <b>2016</b> , 214-221	0.9	5
27	Interacting with Technology to Interact Physically: Investigating Affordances of Tabletops to Facilitate Collaboration for Conflicting Users. <i>Lecture Notes in Computer Science</i> , <b>2016</b> , 266-270	0.9	
26	Problem-Based Learning in Multimodal Learning Environments: Learners' Technology Adoption Experiences. <i>Journal of Educational Computing Research</i> , <b>2016</b> , 54, 1022-1040	3.8	12

25	Pre-schoolers' Interest and Caring Behaviour Around a Humanoid Robot. <i>TechTrends</i> , <b>2015</b> , 59, 23-26	2	22
24	Wikis and forums for collaborative problem-based activity: A systematic comparison of learners' interactions. <i>Internet and Higher Education</i> , <b>2015</b> , 24, 35-45	7.4	41
23	Let'S Talk About Technology for Peace: A Systematic Assessment of Problem-Based Group Collaboration Around an Interactive Tabletop. <i>Interacting With Computers</i> , <b>2015</b> , 27, 120-132	1.6	11
22	Tabletop support for collaborative design: an initial evaluation of IdeaSpace. <i>Educational Media International</i> , <b>2015</b> , 52, 296-307	1.5	2
21	Creative Multimodal Learning Environments and Blended Interaction for Problem-Based Activity in HCI Education. <i>TechTrends</i> , <b>2015</b> , 59, 47-56	2	11
20	An Artifact Ecology in a Nutshell: A Distributed Cognition Perspective for Collaboration and Coordination. <i>Lecture Notes in Computer Science</i> , <b>2015</b> , 55-72	0.9	7
19	Social Robots as Co-Therapists in Autism Therapy Sessions: A Single-Case Study. <i>Lecture Notes in Computer Science</i> , <b>2015</b> , 255-263	0.9	6
18	Learners' Attitudes Toward Using Wikis and Forums for Collaboration on Case Problems. <i>Lecture Notes in Computer Science</i> , <b>2015</b> , 428-434	0.9	
17	Exploring Factors Influencing Collaborative Knowledge Construction in Online Discussions: Student Facilitation and Quality of Initial Postings. <i>American Journal of Distance Education</i> , <b>2014</b> , 28, 183-195	3.4	19
16	Understanding collaborative learning activities in an information ecology: A distributed cognition account. <i>Computers in Human Behavior</i> , <b>2014</b> , 41, 544-553	7.7	16
15	Measuring Students' Flow Experience in a Multimodal Learning Environment: A Case Study. <i>Lecture Notes in Computer Science</i> , <b>2014</b> , 346-357	0.9	3
14	Dialogue, Knowledge Work and Tabletops: Lessons from Preservice Teacher Education. <i>Lecture Notes in Computer Science</i> , <b>2014</b> , 410-418	0.9	4
13	Monitoring Teachers' Complex Thinking while Engaging in Philosophical Inquiry with Web 2.0. <i>Lecture Notes in Computer Science</i> , <b>2014</b> , 319-327	0.9	
12	Mapping the landscape of computer-assisted language learning: an inventory of research. <i>Interactive Technology and Smart Education</i> , <b>2013</b> , 10, 252-269	2.4	16
11	Introducing New Perspectives in the Use of Social Technologies in Learning: Social Constructionism. <i>Lecture Notes in Computer Science</i> , <b>2013</b> , 554-570	0.9	7
10	Technology Enhanced PBL in HCI Education: A Case Study. <i>Lecture Notes in Computer Science</i> , <b>2013</b> , 643-650	0.9	5
9	A Case Study of Interactive Tabletops in Education: Attitudes, Issues of Orientation and Asymmetric Collaboration. <i>Lecture Notes in Computer Science</i> , <b>2013</b> , 466-471	0.9	2
8	Mapping Peace Ideas around the Table. <i>Communications in Computer and Information Science</i> , <b>2013</b> , 52-56.3		

7	Mashing-up wikis and forums: a case study of collaborative problem-based activity. <i>Educational Media International</i> , <b>2012</b> , 49, 303-316	1.5	11
6	Collaboratively Creating a Thematic Repository Using Interactive Table-Top Technology. <i>Lecture Notes in Computer Science</i> , <b>2012</b> , 512-516	0.9	1
5	Can Multimedia Make Kids Care About Social Studies? The GlobalEd Problem-Based Learning Simulation. <i>Computers in the Schools</i> , <b>2009</b> , 26, 63-81	1.2	9
4	Gender and Negotiation: Some Experimental Findings From an International Negotiation Simulation1. <i>International Studies Quarterly</i> , <b>2009</b> , 53, 23-47	1.7	56
3	Wiki and Threaded Discussion for Online Collaborative Activities: Students' Perceptions and Use. <i>Journal of Emerging Technologies in Web Intelligence</i> , <b>2009</b> , 1,		6
2	Increasing interest in social studies: Social perspective taking and self-efficacy in stimulating simulations. <i>Contemporary Educational Psychology</i> , <b>2008</b> , 33, 894-914	5.6	45
1	Evaluating the Impact of the Curriculum Structure on Group Metacognition During Collaborative Problem-solving Using Educational Robotics. <i>TechTrends</i> ,1	2	0