Andri Ioannou

List of Publications by Year
in descending order

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76 papers	1,333 citations	489802 18 h-index	466096 32 g-index
79 all docs	79 docs citations	79 times ranked	1020 citing authors

#	Article	IF	Citations
1	Evaluating the Impact of the Curriculum Structure on Group Metacognition During Collaborative Problem-solving Using Educational Robotics. TechTrends, 2022, 66, 771-783.	1.4	5
2	Developing, Enacting and Evaluating a Learning Experience Design for Technology-Enhanced Embodied Learning in Math Classrooms. TechTrends, 2021, 65, 38-50.	1.4	15
3	Collective creativity in STEAM Making activities. Journal of Educational Research, 2021, 114, 130-138.	0.8	14
4	Comparing a digital and a non-digital embodied learning intervention in geometry: can technology facilitate?. Technology, Pedagogy and Education, 2021, 30, 345-363.	3.3	6
5	Mobile game-based learning in the era of â€œshifting to digitalâ€• Educational Technology Research and Development, 2021, 69, 173-175.	2.0	1
6	Learning games shifting to digital. Educational Technology Research and Development, 2021, 69, 141-143.	2.0	1
7	A Learning Experience in Inquiry-Based Physics with Immersive Virtual Reality: Student Perceptions and an Interaction Effect Between Conceptual Gains and Attitudinal Profiles. Journal of Science Education and Technology, 2021, 30, 841-861.	2.4	21
8	Value creation and identity in cross-organizational communities of practice: A learner's perspective. Internet and Higher Education, 2021, 51, 100822.	4.2	8
9	Envisioned Pedagogical Uses of Chatbots in Higher Education and Perceived Benefits and Challenges. Lecture Notes in Computer Science, 2021, , 230-250.	1.0	5
10	The development of environmental science agency for primary school students through an environmental entrepreneurship intervention programme. Entrepreneurship Education, 2021, 4, 273.	1.2	0
11	Structured or unstructured educational robotics curriculum? A study of debugging in block-based programming. Educational Technology Research and Development, 2021, 69, 3081-3100.	2.0	8
12	Learning experience design with immersive virtual reality in physics education. Educational Technology Research and Development, 2021, 69, 3051-3080.	2.0	22
13	Tracing El Greco's Echoes of Antiquity: Audience Interaction with Online Art. , 2021, , .		0
14	Learning and innovation skills in making contexts: a comprehensive analytical framework and coding scheme. Educational Technology Research and Development, 2021, 69, 3179-3207.	2.0	3
15	From behaviour to design: implications for artifact ecologies as shared spaces for design activities. Behaviour and Information Technology, 2020, 39, 463-480.	2.5	1
16	Technology support for the inclusion of deaf students in mainstream schools: a summary of research from 2007 to 2017. Universal Access in the Information Society, 2020, 19, 195-200.	2.1	15
17	A Cross-organizational Ecology for Virtual Communities of Practice in Higher Education. International Journal of Human-Computer Interaction, 2020, 36, 553-567.	3.3	6
18	The Assessment Scale for Creative Collaboration (ASCC) Validation and Reliability Study. International Journal of Human-Computer Interaction, 2020, 36, 1056-1069.	3.3	5

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19	Work-in-Progressâ€"A Learning Experience Design for Immersive Virtual Reality in Physics Classrooms. , 2020, , .		8
20	A Virtual Tour of a Hardly Accessible Archaeological Site: The Effect of Immersive Virtual Reality on User Experience, Learning and Attitude Change. Frontiers in Computer Science, 2020, 2, .	1.7	21
21	Design students meet industry players: Feedback and creativity in communities of practice. Thinking Skills and Creativity, 2020, 37, 100684.	1.9	9
22	A Co-design Approach for the Development and Classroom Integration of Embodied Learning Apps. Lecture Notes in Computer Science, 2020, , 217-229.	1.0	3
23	A model of gameful design for learning using interactive tabletops: enactment and evaluation in the socio-emotional education classroom. Educational Technology Research and Development, 2019, 67, 277-302.	2.0	22
24	The INTELed pedagogical framework. , 2019, , .		6
25	Embodied Learning in a Digital World: A Systematic Review of Empirical Research in K-12 Education. Smart Computing and Intelligence, 2019, , 155-177.	0.7	22
26	Seven HCI Grand Challenges. International Journal of Human-Computer Interaction, 2019, 35, 1229-1269.	3.3	273
27	Investigating Immersion and Learning in a Low-Embodied versus High-Embodied Digital Educational Game: Lessons Learned from an Implementation in an Authentic School Classroom. Multimodal Technologies and Interaction, 2019, 3, 68.	1.7	19
28	Implementing embodied learning in the classroom: effects on childrenâ€™s memory and language skills. Educational Media International, 2019, 56, 59-74.	0.9	62
29	On Making, Tinkering, Coding and Play for Learning: A Review of Current Research. Lecture Notes in Computer Science, 2019, , 217-232.	1.0	7
30	Investigating In-Service Teachersâ€™ Concerns About Adopting Technology-Enhanced Embodied Learning. Lecture Notes in Computer Science, 2019, , 595-599.	1.0	3
31	Play and Learn with an Intelligent Robot: Enhancing the Therapy of Hearing-Impaired Children. Lecture Notes in Computer Science, 2019, , 436-452.	1.0	9
32	Investigating Childrenâ€™s Immersion in a High-Embodied Versus Low-Embodied Digital Learning Game in an Authentic Educational Setting. Communications in Computer and Information Science, 2019, , 222-233.	0.4	4
33	On the Reliability and Factorial Validity of the Assessment Scale for Creative Collaboration. Lecture Notes in Computer Science, 2019, , 783-792.	1.0	1
34	Augmented Reality Supporting Deaf Students in Mainstream Schools: Two Case Studies of Practical Utility of the Technology. Advances in Intelligent Systems and Computing, 2018, , 387-396.	0.5	9
35	From risk factors to detection and intervention: a practical proposal for future work on cyberbullying. Behaviour and Information Technology, 2018, 37, 258-266.	2.5	24
36	Embracing Collaboration and Social Perspective Taking Using Interactive Tabletops. TechTrends, 2018, 62, 403-411.	1.4	7

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37	Moving Bodies to Moving Minds: A Study of the Use of Motion-Based Games in Special Education. TechTrends, 2018, 62, 594-601.	1.4	49
38	Technology for Social Change in school contexts: A new landscape for K-12 educational technology research. Education and Information Technologies, 2018, 23, 2363-2378.	3.5	2
39	Exploring the potentials of educational robotics in the development of computational thinking: A summary of current research and practical proposal for future work. Education and Information Technologies, 2018, 23, 2531-2544.	3.5	104
40	Towards the Use of Social Computing for Social Inclusion: An Overview of the Literature. Lecture Notes in Computer Science, 2018, , 376-387.	1.0	1
41	Social Learning and Social Design Using iPads and Groupware Technologies. Lecture Notes in Computer Science, 2018, , 430-445.	1.0	0
42	Expanding the Curricular Space with Educational Robotics: A Creative Course on Road Safety. Lecture Notes in Computer Science, 2018, , 537-547.	1.0	3
43	Using Virtual Reality to Train Designers to Develop Friendly Interfaces for Achromatic Vision Patients. , 2017, , .		2
44	A Glance into Social and Evolutionary Aspects of an Artifact Ecology for Collaborative Learning through the Lens of Distributed Cognition. International Journal of Human-Computer Interaction, 2017, 33, 642-654.	3.3	8
45	Using Embodied Learning Technology to Advance Motor Performance of Children with Special Educational Needs and Motor Impairments. Lecture Notes in Computer Science, 2017, , 111-124.	1.0	17
46	Inclusive access to emergency services: an action research project focused on hearing-impaired citizens. Universal Access in the Information Society, 2017, 16, 929-937.	2.1	1
47	Massively Multiplayer Online Role Playing Games (MMORPGs) and the 21st century skills: A comprehensive research review from 2010 to 2016. Computers in Human Behavior, 2017, 67, 41-48.	5.1	71
48	From risk factors to detection and intervention: A metareview and practical proposal for research on cyberbullying. , 2017, , .		4
49	Peacemaking Affordances of Shareable Interfaces: A Provocative Essay on Using Technology for Social Change. Lecture Notes in Computer Science, 2017, , 12-21.	1.0	3
50	Problem-Based Learning in Multimodal Learning Environments. Journal of Educational Computing Research, 2016, 54, 1022-1040.	3.6	18
51	Enacting artifact-based activities for social technologies in language learning using a design-based research approach. Computers in Human Behavior, 2016, 63, 556-567.	5.1	21
52	Donâ€™t Read My Lips: Assessing Listening and Speaking Skills Through Play with a Humanoid Robot. Communications in Computer and Information Science, 2016, , 255-260.	0.4	6
53	A Personal Tour of Cultural Heritage for Deaf Museum Visitors. Lecture Notes in Computer Science, 2016, , 214-221.	1.0	7
54	Interacting with Technology to Interact Physically: Investigating Affordances of Tabletops to Facilitate Collaboration for Conflicting Users. Lecture Notes in Computer Science, 2016, , 266-270.	1.0	0

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55	Let'S Talk About Technology for Peace: A Systematic Assessment of Problem-Based Group Collaboration Around an Interactive Tabletop. Interacting With Computers, 2015, 27, 120-132.	1.0	11
56	Tabletop support for collaborative design: an initial evaluation of IdeaSpace. Educational Media International, 2015, 52, 296-307.	0.9	6
57	Creative Multimodal Learning Environments and Blended Interaction for Problem-Based Activity in HCI Education. TechTrends, 2015, 59, 47-56.	1.4	15
58	Pre-schoolersâ€™ Interest and Caring Behaviour Around a Humanoid Robot. TechTrends, 2015, 59, 23-26.	1.4	36
59	Wikis and forums for collaborative problem-based activity: A systematic comparison of learners' interactions. Internet and Higher Education, 2015, 24, 35-45.	4.2	46
60	An Artifact Ecology in a Nutshell: A Distributed Cognition Perspective for Collaboration and Coordination. Lecture Notes in Computer Science, 2015, , 55-72.	1.0	8
61	Social Robots as Co-Therapists in Autism Therapy Sessions: A Single-Case Study. Lecture Notes in Computer Science, 2015, , 255-263.	1.0	8
62	Learnersâ€™ Attitudes Toward Using Wikis and Forums for Collaboration on Case Problems. Lecture Notes in Computer Science, 2015, , 428-434.	1.0	0
63	Exploring Factors Influencing Collaborative Knowledge Construction in Online Discussions: Student Facilitation and Quality of Initial Postings. American Journal of Distance Education, 2014, 28, 183-195.	1.0	23
64	Understanding collaborative learning activities in an information ecology: A distributed cognition account. Computers in Human Behavior, 2014, 41, 544-553.	5.1	20
65	Dialogue, Knowledge Work and Tabletops: Lessons from Preservice Teacher Education. Lecture Notes in Computer Science, 2014, , 410-418.	1.0	4
66	Monitoring Teachersâ€™ Complex Thinking while Engaging in Philosophical Inquiry with Web 2.0. Lecture Notes in Computer Science, 2014, , 319-327.	1.0	0
67	Mapping the landscape of computer-assisted language learning: an inventory of research. Interactive Technology and Smart Education, 2013, 10, 252-269.	3.8	17
68	Introducing New Perspectives in the Use of Social Technologies in Learning: Social Constructionism. Lecture Notes in Computer Science, 2013, , 554-570.	1.0	9
69	Technology Enhanced PBL in HCI Education: A Case Study. Lecture Notes in Computer Science, 2013, , 643-650.	1.0	9
70	A Case Study of Interactive Tabletops in Education: Attitudes, Issues of Orientation and Asymmetric Collaboration. Lecture Notes in Computer Science, 2013, , 466-471.	1.0	2
71	Mashing-up wikis and forums: a case study of collaborative problem-based activity. Educational Media International, 2012, 49, 303-316.	0.9	12
72	Collaboratively Creating a Thematic Repository Using Interactive Table-Top Technology. Lecture Notes in Computer Science, 2012, , 512-516.	1.0	2

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73	Can Multimedia Make Kids Care About Social Studies? The GlobalEd Problem-Based Learning Simulation. Computers in the Schools, 2009, 26, 63-81.	0.4	12
74	Gender and Negotiation: Some Experimental Findings from an International Negotiation Simulation¹. International Studies Quarterly, 2009, 53, 23-47.	0.8	65
75	Wiki and Threaded Discussion for Online Collaborative Activities: Studentsâ€™ Perceptions and Use. Journal of Emerging Technologies in Web Intelligence, 2009, 1, .	0.6	8
76	Increasing interest in social studies: Social perspective taking and self-efficacy in stimulating simulations. Contemporary Educational Psychology, 2008, 33, 894-914.	1.6	52