Annika Wiklund-Engblom

List of Publications by Year
in descending order

20 papers	**156** citations
4 h-index (1937685)	**7** g-index (1720034)
23 all docs	**23** docs citations
23 times ranked	**129** citing authors

#	Article	IF	Citations
1	Who's got the power? Unpacking three typologies of teacher practice in one-to-one computing classrooms in Finland. Computers and Education, 2022, 178, 104396.	8.3	0
2	Parental Mental Well-Being and Frequency of Adult-Child Nature Visits: The Mediating Roles of Parentsâ€™ Perceived Barriers. International Journal of Environmental Research and Public Health, 2021, 18, 6814.	2.6	2
3	Designing for social inclusion of immigrant women: the case of TeaTime. Innovation: the European Journal of Social Science Research, 2018, 31, 106-124.	1.6	3
4	Digital relational competence: Sensitivity and responsivity to needs of distance and co-located students. Seminar Net, 2018, 14, 188-200.	0.7	6
5	Transmedia Storytelling for Industry Promotion. The Case of the Energy Ambassador of EnergyVaasa, Finland. , 2016, , 339-360.		0
6	Cross-Cultural Digital Design â€" Lessons Learned from the Case of ImageTestLab. , 2016, , 285-303.		0
7	â€˜Talking Tools'. , 2016, , 1770-1788.		0
8	Corporate e-Learning Design Research A Study on Design Affordances for Self-Regulated Learning. , 2016, , 315-337.		1
9	Process Documentation in Sloyd: Pilot Study of the â€˜Talking Toolsâ€™ Application. International Journal of Interactive Mobile Technologies, 2015, 9, 11.	1.2	2
10	Experience-Oriented and Product-Oriented Evaluation: Psychological Need Fulfillment, Positive Affect, and Product Perception. International Journal of Human-Computer Interaction, 2015, 31, 530-544.	4.8	111
11	â€˜Talking Tools'. International Journal of Mobile and Blended Learning, 2014, 6, 41-57.	0.8	5
12	Piloting the â€˜Talking Toolsâ€™ smartphone app: Validating blog content analysis with students' reflections. , 2014, , .		0
13	How do B2B companies motivate participation in online innovation?. , 2012, , .		4
14	Experience as a starting point of designing transmedia content. , 2011, , .		1
15	Triangulating methods for exploring the link between user experience and e-learning. , 2010, , .		1
16	What Needs Tell Us about User Experience. Lecture Notes in Computer Science, 2009, , 666-669.	1.3	18
17	Approaches and Strategies for Choice of Actions in Self-Paced E-Learning in the Workplace. International Journal of Advanced Corporate Learning, 2009, 2, 56.	0.6	0
18	Doing It Right: Combining Edutainment Format Development and Research. Lecture Notes in Computer Science, 2009, , 13-24.	1.3	0

#	Article	IF	Citations
19	Doing It Right: Combining Edutainment Format Development and Research. Lecture Notes in Computer Science, 2009, , 25-25.	1.3	0
20	Sociomaterial entanglement in one-to-one computing classrooms: exploring patterns of relations in teaching practices. Education Inquiry, 0, , 1-18.	2.9	0