Zsolt Lavicza

List of Publications by Year
in descending order

56	531	687335 13	752679 20
papers	citations	h-index	g-index

62	62	62	274
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	The role of teachersâ€™ orientation to learning in professional development and change: A national study of teachers in England. Teaching and Teacher Education, 2011, 27, 443-453.	3.2	88
2	Integrating technology into mathematics teaching at the university level. ZDM - International Journal on Mathematics Education, 2010, 42, 105-119.	2.2	41
3	The influence of school orientation to learning on teachers' professional learning change. School Effectiveness and School Improvement, 2011, 22, 193-214.	2.9	32
4	Applying the UTAUT Model to Understand Factors Affecting Micro-Lecture Usage by Mathematics Teachers in China. Mathematics, 2022, 10, 1008.	2.2	31
5	Enhancing Flipped Mathematics Education by Utilising GeoGebra. International Journal of Education in Mathematics, Science and Technology, 2020, 8, 1.	0.9	25
6	Do mathematicians integrate computer algebra systems in university teaching? Comparing a literature review to an international survey study. Computers and Education, 2012, 58, 423-434.	8.3	18
7	Merging flipped classroom approaches with the 5E inquiry model: a design heuristic. International Journal of Mathematical Education in Science and Technology, 2022, 53, 1528-1545.	1.4	18
8	An attempt to evaluate STEAM project-based instruction from a school mathematics perspective. ZDM - International Journal on Mathematics Education, 2021, 53, 1137-1148.	2.2	18
9	IntegratingGeoGebrainto IWBâ€equipped teaching environments: preliminary results. Technology, Pedagogy and Education, 2010, 19, 245-252.	5.4	17
10	Developing and Evaluating Educational Innovations for STEAM Education in Rapidly Changing Digital Technology Environments. Sustainability, 2022, 14, 7237.	3.2	17
11	On the Integration of Computer Algebra Systems (CAS) by Canadian Mathematicians: Results of a National Survey. Canadian Journal of Science, Mathematics and Technology Education, 2014, 14, 35-57.	1.0	14
12	Towards Inquiry-Based Flipped Classroom Scenarios: a Design Heuristic and Principles for Lesson Planning. International Journal of Science and Mathematics Education, 2022, 20, 277-297.	2.5	14
13	Factors Affecting the Use of Digital Mathematics Textbooks in Indonesia. Mathematics, 2022, 10, 1808.	2.2	13
14	A STEAM Practice Approach to Integrate Architecture, Culture and History to Facilitate Mathematical Problem-Solving. Education Sciences, 2022, 12, 9.	2.6	11
15	Teachers and Teaching: Theoretical Perspectives and Issues Concerning Classroom Implementation. New ICMI Study Series, 2009, , 311-328.	1.0	10
16	Mathematics and STEM teacher development for flipped education. Journal of Research in Innovative Teaching & Learning, 2020, 13, 3-25.	2.3	9
17	A look over studentsâ€™ shoulders when learning mathematics in home-schooling. International Journal of Mathematical Education in Science and Technology, 2022, 53, 2879-2899.	1.4	9
18	Mobile and printed dichotomous keys in constructivist learning of biology in primary school. Research in Science and Technological Education, 2021, 39, 393-420.	2.5	8

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19	The strengths and weaknesses of user-generated microgames for assisting learning. Education and Information Technologies, 2022, 27, 979-995.	5.7	8
20	User-generated microgames for facilitating learning in various scenarios: perspectives and preferences for elementary school teachers. Interactive Learning Environments, 2023, 31, 5538-5550.	6.4	8
21	The Effect of Robotics-Based Storytelling Activities on Primary School Studentsâ€™ Computational Thinking. Education Sciences, 2022, 12, 10.	2.6	8
22	The Strength of the Community. , 2011, , 7-12.		7
23	Integrating Technologies Into Teaching and Learning Mathematics at the Beginning of Secondary Education in Austria. Eurasia Journal of Mathematics, Science and Technology Education, 2021, 17, em2057.	1.3	7
24	Real-World Modelling to Increase Mathematical Creativity. Journal of Humanistic Mathematics, 2021, 11, 265-299.	0.1	6
25	Designing Online Learning Environments for Flipped Approaches in Professional Mathematics Teacher Development. Journal of Information Technology Education:Research, 0, 19, 315-337.	0.0	6
26	Geogebra, Democratic Access, and Sustainability. , 2011, , 231-241.		6
27	Discovering Everyday Mathematical Situations Outside the Classroom with MathCityMap and GeoGebra 3D. , 2020, , 23-30.		6
28	Defining Microgames in Education Context. International Journal of Emerging Technologies in Learning, 2021, 16, 4-16.	1.3	6
29	Towards User-generated Microgames for Supporting Learning: An Investigative Exploration. Contemporary Educational Technology, 2021, 13, ep299.	2.4	5
30	Towards Flipped Learning in Upper Secondary Mathematics Education. Journal of Mathematics Education, 2020, 5, .	0.2	5
31	Evaluating Technology-Enhanced, STEAM-Based Remote Teaching With Parental Support in Luxembourgish Early Childhood Education. Frontiers in Education, 0, 7, .	2.1	5
32	The strength of the community: how GeoGebra can inspire technology integration in mathematics teaching. MSOR Connections, 2009, 9, 3-5.	0.1	4
33	Underlying Theories for use of Digital Technologies in Mathematics Education. Acta Scientiae, 2019, 21, .	0.3	4
34	Personas Characterising Secondary School Mathematics Students: Development and Applications to Educational Technology. Education Sciences, 2022, 12, 447.	2.6	4
35	Mathematical and Coding Lessons Based on Creative Origami Activities. Open Education Studies, 2019, 1, 220-227.	0.8	3
36	KIKS Creativity and Technology for All. Open Education Studies, 2019, 1, 198-208.	0.8	2

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37	Teachersâ€™ noticing and interpretations of studentsâ€™ responses to silent video tasks. Research in Mathematics Education, 2020, 22, 135-153.	1.2	2
38	Pedagogical Innovations in Elementary Mathematics Instructions: Future Learning and Research Directions. International Journal on Social and Education Sciences, 2021, 3, 360-378.	0.5	2
39	Providing online STEM workshops in times of isolation. SN Social Sciences, 2021, 1, 136.	0.7	2
40	GeoMaTech: Integrating Technology and New Pedagogical Approaches Into Primary and Secondary School Teaching to Enhance Mathematics Education in Hungary. , 0, , .		2
41	Hothousing: Utilising industry collaborative problem solving practices for STEAM in schools. Journal of Technology and Science Education, 2022, 12, 274.	1.2	2
42	Linking Photography and Mathematics with the Use of Technology. Open Education Studies, 2019, 1, 262-266.	0.8	1
43	Kids Inspire Kids for STEAM. Steam, 2017, 3, 1-9.	0.1	1
44	New Challenges in Developing Dynamic Software for Teaching Mathematics. , 2015, , 621-624.		1
45	Augmented Reality Applications in Early Childhood Education. , 2019, , 101-119.		1
46	Honors Studentsâ€™ Experiences and Coping Strategies for Waiting Time in Secondary School and at University. Journal for the Education of the Gifted, 2022, 45, 84-107.	1.0	1
47	A case study on learning basic logical competencies when utilising technologies and real-world objects. Education and Information Technologies, 2021, 26, 639-653.	5.7	0
48	Exploring the current and future roles of Computer Algebra Systems in teaching mathematics at the university level â€” A work in progress. MSOR Connections, 2007, 7, 14-16.	0.1	0
49	Report on the First Central- and Eastern European Conference on Computer Algebra- and Dynamic Geometry Systems in Mathematics Education, 20-23 June, 2007, PÃ©cs, Hungary. Teaching Mathematics and Computer Science, 2008, 6, 409-413.	0.2	0
50	The Hungarian Education System in Transition. , 2015, , 133-149.		0
51	Teacher Participation in Responsibility-Taking in the United States School System. , 2015, , 235-251.		0
52	Challenges in Teaching Praxis When CAS Is Used in Upper Secondary Mathematics. ICME-13 Monographs, 2017, , 661-662.	1.0	0
53	ENHANCING STUDENTSâ€™ MATHEMATICS LEARNING SKILLS WITH GEOGEBRA APPS. , 2019, , .		0
54	Applications of Augmented Reality Apps in Teaching Technical Skills Courses. , 2019, , 383-409.		0

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55	Developing Primary School Studentsâ€™ Formal Geometric Definitions Knowledge by Connecting Origami and Technology. International Electronic Journal of Mathematics Education, 2019, 15, .	0.7	0
56	Digital Didactic Objectives of Primary, Secondary, and Higher Education Curricula in the 21st Century Executable with a Single-board Computer. Open Education Studies, 2020, 2, 344-359.	0.8	0