

# GÃ¶kÃ¶se Elif Baykal

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4186464/publications.pdf>

Version: 2024-02-01

16  
papers

164  
citations

2682572

2  
h-index

2917675

2  
g-index

16  
all docs

16  
docs citations

16  
times ranked

121  
citing authors

#	ARTICLE	IF	CITATIONS
1	18 Years of ethics in child-computer interaction research. , 2020, , .		33
2	Collaborative Technologies for Children with Special Needs. , 2020, , .		26
3	Developing a Prototyping Method for Involving Children in the Design of Classroom Robots. International Journal of Social Robotics, 2018, 10, 279-291.	4.6	16
4	Widening the scope of FabLearn Research. , 2019, , .		16
5	Using Gameplay Design Patterns with Children in the Redesign of a Collaborative Co-located Game. , 2019, , .		15
6	Children in 2077: Designing Children's Technologies in the Age of Transhumanism. , 2020, , .		10
7	Analyzing Children's Contributions and Experiences in Co-design Activities. , 2017, , .		8
8	Customizing Developmentally Situated Design (DSD) Cards. , 2018, , .		8
9	What FabLearn talks about when talking about reflection â A systematic literature review. International Journal of Child-Computer Interaction, 2021, 28, 100256.	3.5	7
10	Digital Design Literacy in K-9 Education: Experiences from Pioneer Teachers. , 2021, , .		7
11	The CoCe Design Space. , 2021, , .		5
12	Designing with and for Preschoolers. , 2018, , .		4
13	Developing Transmedia Puzzle Play to Facilitate Spatial Skills of Preschoolers. , 2016, , .		3
14	The Role of Learning Theory in Child-Computer Interaction - A Semi-Systematic Literature Review. , 2022, , .		3
15	Using Gameplay Design Patterns to Support Children's Collaborative Interactions for Learning. , 2019, , .		2
16	Evaluating Co-located Games as a Mediator for Childrenâs Collaborative Interaction. , 2020, , .		1