

GÃ¶kÃ¶se Elif Baykal

List of Publications by Year in descending order

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

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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	The Role of Learning Theory in Child-Computer Interaction - A Semi-Systematic Literature Review. , 2022, , .		3
2	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
3	The CoCe Design Space. , 2021, , .		5
4	Digital Design Literacy in K-9 Education: Experiences from Pioneer Teachers. , 2021, , .		7
5	Collaborative Technologies for Children with Special Needs. , 2020, , .		26
6	Children in 2077: Designing Children's Technologies in the Age of Transhumanism. , 2020, , .		10
7	18 Years of ethics in child-computer interaction research. , 2020, , .		33
8	Evaluating Co-located Games as a Mediator for Childrenâ€™s Collaborative Interaction. , 2020, , .		1
9	Using Gameplay Design Patterns with Children in the Redesign of a Collaborative Co-located Game. , 2019, , .		15
10	Widening the scope of FabLearn Research. , 2019, , .		16
11	Using Gameplay Design Patterns to Support Children's Collaborative Interactions for Learning. , 2019, , .		2
12	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
13	Designing with and for Preschoolers. , 2018, , .		4
14	Customizing Developmentally Situated Design (DSD) Cards. , 2018, , .		8
15	Analyzing Children's Contributions and Experiences in Co-design Activities. , 2017, , .		8
16	Developing Transmedia Puzzle Play to Facilitate Spatial Skills of Preschoolers. , 2016, , .		3