

# Monika Mladenovic

## List of Publications by Year in Descending Order

**Source:** <https://exaly.com/author-pdf/4947802/monika-mladenovic-publications-by-year.pdf>

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

12  
papers

69  
citations

5  
h-index

8  
g-index

18  
ext. papers

112  
ext. citations

2.4  
avg, IF

2.85  
L-index

#	Paper	IF	Citations
12	Uloga korišćenja alata za vizualizaciju na razumijevanje algoritama sortiranja u online nastavi. <i>Politehnika</i> , <b>2021</b> , 5, 10-19	0	
11	The impact of using program visualization techniques on learning basic programming concepts at the K12 level. <i>Computer Applications in Engineering Education</i> , <b>2021</b> , 29, 145-159	1.6	4
10	Mediated transfer: From text to blocks and back. <i>International Journal of Child-Computer Interaction</i> , <b>2021</b> , 29, 100279	3.7	1
9	Impact of used programming language for K-12 students' understanding of the loop concept. <i>International Journal of Technology Enhanced Learning</i> , <b>2020</b> , 12, 79	1.2	5
8	STUDENTS' ATTITUDES TOWARDS PROGRAMMING AFTER THE FIRST YEAR OF IMPLEMENTING A NEW INFORMATICS CURRICULUM IN THE ELEMENTARY SCHOOLS <b>2019</b> ,		2
7	Programming Misconceptions at the K-12 Level <b>2019</b> , 1-13		1
6	Misconceptions about variables at the K-12 level. <i>Education and Information Technologies</i> , <b>2019</b> , 24, 1251-1268	5.1	7
5	Comparing loops misconceptions in block-based and text-based programming languages at the K-12 level. <i>Education and Information Technologies</i> , <b>2018</b> , 23, 1483-1500	3.6	29
4	INTRODUCING PROGRAMMING TO ELEMENTARY STUDENTS NOVICES BY USING GAME DEVELOPMENT IN PYTHON AND SCRATCH <b>2016</b> ,		8
3	Comparing Elementary Students' Programming Success based on Programming Environment. <i>International Journal of Modern Education and Computer Science</i> , <b>2016</b> , 8, 1-10	1.7	10
2	Elementary Students' Motivation Towards Informatics Course. <i>Procedia, Social and Behavioral Sciences</i> , <b>2015</b> , 174, 3780-3787		1
1	Mediated transfer: impact on programming misconceptions. <i>Journal of Computers in Education</i> , <b>2015</b> , 1	3	