

# Kylie Pepler

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5015775/publications.pdf>

Version: 2024-02-01

36  
papers

1,229  
citations

759233

12  
h-index

501196

28  
g-index

40  
all docs

40  
docs citations

40  
times ranked

788  
citing authors

| #  | ARTICLE                                                                                                                                                       | IF  | CITATIONS |
|----|---------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----------|
| 1  | Programming by choice. , 2008, , .                                                                                                                            |     | 254       |
| 2  | Maker Movement Spreads Innovation One Project at a Time. Phi Delta Kappan, 2013, 95, 22-27.                                                                   | 0.6 | 195       |
| 3  | STEAM-Powered Computing Education: Using E-Textiles to Integrate the Arts and STEM. Computer, 2013, 46, 38-43.                                                | 1.1 | 97        |
| 4  | Stitching Circuits: Learning About Circuitry Through E-textile Materials. Journal of Science Education and Technology, 2013, 22, 751-763.                     | 3.9 | 91        |
| 5  | Hands On, Hands Off: Gendered Access in Crafting and Electronics Practices. Mind, Culture, and Activity, 2014, 21, 278-297.                                   | 1.9 | 82        |
| 6  | The trouble with STEAM and why we use it anyway. Science Education, 2021, 105, 209-231.                                                                       | 3.0 | 63        |
| 7  | Theorizing the nexus of STEAM practice. Arts Education Policy Review, 2018, 119, 88-99.                                                                       | 1.4 | 39        |
| 8  | Materialsâ€œtoâ€œdevelopâ€œwith: The making of a makerspace. British Journal of Educational Technology, 2019, 50, 280-293.                                    | 6.3 | 37        |
| 9  | Pedagogical Dramas and Transformational Play: Narratively Rich Games for Learning. Mind, Culture, and Activity, 2010, 17, 235-264.                            | 1.9 | 33        |
| 10 | All rigor and no play is no way to improve learning. Phi Delta Kappan, 2015, 96, 22-26.                                                                       | 0.6 | 29        |
| 11 | BeeSim. , 2010, , .                                                                                                                                           |     | 27        |
| 12 | Life in the Hive: Supporting Inquiry into Complexity Within the Zone of Proximal Development. Journal of Science Education and Technology, 2011, 20, 454-467. | 3.9 | 23        |
| 13 | Collaborative Gaming. Simulation and Gaming, 2013, 44, 683-705.                                                                                               | 1.9 | 20        |
| 14 | Positive Impact of Arts Integration on Student Academic Achievement in English Language Arts. Educational Forum, 2014, 78, 364-377.                           | 1.8 | 18        |
| 15 | Squishing Circuits: Circuitry Learning with Electronics and Playdough in Early Childhood. Journal of Science Education and Technology, 2019, 28, 118-132.     | 3.9 | 16        |
| 16 | VizScribe: A visual analytics approach to understand designer behavior. International Journal of Human Computer Studies, 2017, 100, 66-80.                    | 5.6 | 14        |
| 17 | Soft Circuits. , 2014, , .                                                                                                                                    |     | 14        |
| 18 | â€œIt helps create and enhance a communityâ€œ Youth motivations for making portfolios. Mind, Culture, and Activity, 2019, 26, 234-248.                        | 1.9 | 13        |

| #  | ARTICLE                                                                                                                                                                                               | IF  | CITATIONS |
|----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----------|
| 19 | Purposeful Pursuits: Leveraging the Epistemic Practices of the Arts and Sciences. <i>Environmental Discourses in Science Education</i> , 2019, , 21-38.                                               | 1.1 | 13        |
| 20 | HandiMate. , 2015, , .                                                                                                                                                                                |     | 12        |
| 21 | Short Circuits. , 2014, , .                                                                                                                                                                           |     | 11        |
| 22 | How the arts can unlock a closed curriculum. <i>Phi Delta Kappan</i> , 2021, 102, 20-25.                                                                                                              | 0.6 | 9         |
| 23 | A Review of E-Textiles in Education and Society. <i>Advances in Media, Entertainment and the Arts</i> , 2016, , 268-290.                                                                              | 0.1 | 9         |
| 24 | Editorial: Advancing posthumanist perspectives on technology-rich learning. <i>British Journal of Educational Technology</i> , 2020, 51, 1240-1245.                                                   | 6.3 | 7         |
| 25 | Making at Home: Interest-Driven Practices and Supportive Relationships in Minoritized Homes. <i>Education Sciences</i> , 2020, 10, 143.                                                               | 2.6 | 7         |
| 26 | Comparing first- and third-person perspectives in early elementary learning of honeybee systems. <i>Instructional Science</i> , 2020, 48, 291-312.                                                    | 2.0 | 7         |
| 27 | Artifact-oriented learning: a theoretical review of the impact of the arts on learning. <i>Arts Education Policy Review</i> , 2023, 124, 61-77.                                                       | 1.4 | 7         |
| 28 | Towards modeling of human skilling for electrical circuitry using augmented reality applications. <i>International Journal of Educational Technology in Higher Education</i> , 2021, 18, .            | 7.6 | 6         |
| 29 | "We Need It Loud!"™: Listening to Preschool Making from Mediated and Materialist Perspectives. , 2019, , .                                                                                            |     | 6         |
| 30 | Consensual assessment in the new domain of e-textiles: Comparing insights from expert, quasi-expert, and novice judges.. <i>Psychology of Aesthetics, Creativity, and the Arts</i> , 2023, 17, 43-55. | 1.3 | 5         |
| 31 | Connected Arts Learning: Cultivating Equity Through Connected and Creative Educational Experiences. <i>Review of Research in Education</i> , 2022, 46, 264-287.                                       | 1.6 | 5         |
| 32 | BeeSign. , 2010, , .                                                                                                                                                                                  |     | 4         |
| 33 | Designing BioSim. <i>Advances in Game-based Learning Book Series</i> , 2017, , 149-167.                                                                                                               | 0.2 | 4         |
| 34 | #Quiltsforpulse: connected and shared socio-political activism through craftivism. <i>Learning, Media and Technology</i> , 0, , 1-17.                                                                 | 3.2 | 3         |
| 35 | Designing for others: the roles of narrative and empathy in supporting girls'™ engineering engagement. <i>Information and Learning Science</i> , 2022, 123, 129-153.                                  | 1.3 | 3         |
| 36 | "Way more relevant and a little less theoretical"™: how teaching artists designed for online learning in a pandemic. <i>Learning, Media and Technology</i> , 2022, 47, 456-470.                       | 3.2 | 2         |