Kylie Peppler

List of Publications by Year
in descending order

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	Artifact-oriented learning: a theoretical review of the impact of the arts on learning. Arts Education Policy Review, 2023, 124, 61-77.	1.4	7
2	Consensual assessment in the new domain of e-textiles: Comparing insights from expert, quasi-expert, and novice judges.. Psychology of Aesthetics, Creativity, and the Arts, 2023, 17, 43-55.	1.3	5
3	Designing for others: the roles of narrative and empathy in supporting girls' engineering engagement. Information and Learning Science, 2022, 123, 129-153.	1.3	3
4	'Way more relevant and a little less theoretical': how teaching artists designed for online learning in a pandemic. Learning, Media and Technology, 2022, 47, 456-470.	3.2	2
5	Connected Arts Learning: Cultivating Equity Through Connected and Creative Educational Experiences. Review of Research in Education, 2022, 46, 264-287.	1.6	5
6	The trouble with STEAM and why we use it anyway. Science Education, 2021, 105, 209-231.	3.0	63
7	How the arts can unlock a closed curriculum. Phi Delta Kappan, 2021, 102, 20-25.	0.6	9
8	Towards modeling of human skilling for electrical circuitry using augmented reality applications. International Journal of Educational Technology in Higher Education, 2021, 18, .	7.6	6
9	Editorial: Advancing posthumanist perspectives on technology-rich learning. British Journal of Educational Technology, 2020, 51, 1240-1245.	6.3	7
10	Making at Home: Interest-Driven Practices and Supportive Relationships in Minoritized Homes. Education Sciences, 2020, 10, 143.	2.6	7
11	Comparing first- and third-person perspectives in early elementary learning of honeybee systems. Instructional Science, 2020, 48, 291-312.	2.0	7
12	"It helps create and enhance a community" Youth motivations for making portfolios. Mind, Culture, and Activity, 2019, 26, 234-248.	1.9	13
13	Squishing Circuits: Circuitry Learning with Electronics and Playdough in Early Childhood. Journal of Science Education and Technology, 2019, 28, 118-132.	3.9	16
14	Materials-to-develop-with: The making of a makerspace. British Journal of Educational Technology, 2019, 50, 280-293.	6.3	37
15	Purposeful Pursuits: Leveraging the Epistemic Practices of the Arts and Sciences. Environmental Discourses in Science Education, 2019, , 21-38.	1.1	13
16	'We Need It Loud!': Listening to Preschool Making from Mediated and Materialist Perspectives. , 2019, , .		6
17	Theorizing the nexus of STEAM practice. Arts Education Policy Review, 2018, 119, 88-99.	1.4	39
18	VizScribe: A visual analytics approach to understand designer behavior. International Journal of Human Computer Studies, 2017, 100, 66-80.	5.6	14

#	Article	IF	Citations
19	Designing BioSim. Advances in Game-based Learning Book Series, 2017, , 149-167.	0.2	4
20	A Review of E-Textiles in Education and Society. Advances in Media, Entertainment and the Arts, 2016, , 268-290.	0.1	9
21	All rigor and no play is no way to improve learning. Phi Delta Kappan, 2015, 96, 22-26.	0.6	29
22	HandiMate. , 2015, , .		12
23	Hands On, Hands Off: Gendered Access in Crafting and Electronics Practices. Mind, Culture, and Activity, 2014, 21, 278-297.	1.9	82
24	Positive Impact of Arts Integration on Student Academic Achievement in English Language Arts. Educational Forum, 2014, 78, 364-377.	1.8	18
25	Soft Circuits. , 2014, , .		14
26	Short Circuits. , 2014, , .		11
27	Stitching Circuits: Learning About Circuitry Through E-textile Materials. Journal of Science Education and Technology, 2013, 22, 751-763.	3.9	91
28	STEAM-Powered Computing Education: Using E-Textiles to Integrate the Arts and STEM. Computer, 2013, 46, 38-43.	1.1	97
29	Collaborative Gaming. Simulation and Gaming, 2013, 44, 683-705.	1.9	20
30	Maker Movement Spreads Innovation One Project at a Time. Phi Delta Kappan, 2013, 95, 22-27.	0.6	195
31	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
32	Pedagogical Dramas and Transformational Play: Narratively Rich Games for Learning. Mind, Culture, and Activity, 2010, 17, 235-264.	1.9	33
33	BeeSign. , 2010, , .		4
34	BeeSim. , 2010, , .		27
35	Programming by choice. , 2008, , .		254
36	#Quiltsforpulse: connected and shared socio-political activism through craftivism. Learning, Media and Technology, 0, , 1-17.	3.2	3