Hatice Yildiz Durak

List of Publications by Year
in descending order

51 papers	972 citations	623188 14 h-index	552369 26 g-index
52 all docs	52 docs citations	52 times ranked	487 citing authors

#	Article	IF	Citations
1	Analysis of the relation between computational thinking skills and various variables with the structural equation model. Computers and Education, 2018, 116, 191-202.	5.1	133
2	Investigation of nomophobia and smartphone addiction predictors among adolescents in Turkey: Demographic variables and academic performance. Social Science Journal, 2019, 56, 492-517.	0.9	127
3	The Effects of Using Different Tools in Programming Teaching of Secondary School Students on Engagement, Computational Thinking and Reflective Thinking Skills for Problem Solving. Technology, Knowledge and Learning, 2020, 25, 179-195.	3.1	66
4	Modeling of variables related to problematic internet usage and problematic social media usage in adolescents. Current Psychology, 2020, 39, 1375-1387.	1.7	48
5	Examining the acceptance and use of online social networks by preservice teachers within the context of unified theory of acceptance and use of technology model. Journal of Computing in Higher Education, 2019, 31, 173-209.	3.9	47
6	Computational Thinking, Programming Self-Efficacy, Problem Solving and Experiences in the Programming Process Conducted with Robotic Activities. Contemporary Educational Technology, 2019, 10, 173-197.	1.3	45
7	Flipped learning readiness in teaching programming in middle schools: Modelling its relation to various variables. Journal of Computer Assisted Learning, 2018, 34, 939-959.	3.3	44
8	Digital story design activities used for teaching programming effect on learning of programming concepts, programming selfâ€efficacy, and participation and analysis of student experiences. Journal of Computer Assisted Learning, 2018, 34, 740-752.	3.3	38
9	Modeling of relations between K-12 teachersâ€™ TPACK levels and their technology integration self-efficacy, technology literacy levels, attitudes toward technology and usage objectives of social networks. Interactive Learning Environments, 2021, 29, 1136-1162.	4.4	37
10	Cyberloafing in Learning Environments Where Online Social Networking Sites Are Used as Learning Tools: Antecedents and Consequences. Journal of Educational Computing Research, 2020, 58, 539-569.	3.6	32
11	Occupational burnout and cyberloafing among teachers: Analysis of personality traits, individual and occupational status variables as predictors. Social Science Journal, 2019, 56, 69-87.	0.9	30
12	Modeling the effect of new media literacy levels and social media usage status on problematic internet usage behaviours among high school students. Education and Information Technologies, 2019, 24, 2205-2223.	3.5	27
13	Modeling Different Variables in Learning Basic Concepts of Programming in Flipped Classrooms. Journal of Educational Computing Research, 2020, 58, 160-199.	3.6	25
14	Modeling of variables related to problematic social media usage: Social desirability tendency example. Scandinavian Journal of Psychology, 2019, 60, 277-288.	0.8	18
15	Examination of the Relationship between Cyberbullying and Cyber Victimization. Journal of Child and Family Studies, 2020, 29, 2905-2915.	0.7	16
16	Smartphone Addiction, Loneliness, Narcissistic Personality, and Family Belonging Among University Students: A Path Analysis. Social Science Quarterly, 2021, 102, 1743-1760.	0.9	16
17	Flipped classroom model applications in computing courses: Peerâ€assisted groups, collaborative group and individual learning. Computer Applications in Engineering Education, 2022, 30, 803-820.	2.2	15
18	Ã–ÄžRETMENLERÄ°N HAYAT BOYU Ã–ÄžRENME YETERLÄ°LÄ°KLERÄ°NÄ°N KÄ°ÅžÄ°SEL VE MESLEKÄ° DEÄžÄ°ÅžKENLERE GÃ–RE Ä°NCE Abant Ä°zzet Baysal Ãœniversitesi EÄŸitim FakÃ¼ltesi Dergisi, 2020, 20, 221-235.	0.2	13

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19	Examining various risk factors as the predictors of gifted and non-gifted high school students' online game addiction. Computers and Education, 2022, 177, 104378.	5.1	13
20	The relationship between self-control and procrastination among adolescent: The mediating role of multi screen addiction. Current Psychology, 2023, 42, 13192-13203.	1.7	12
21	Predicting learner autonomy in collaborative learning: The role of group metacognition and motivational regulation strategies. Learning and Motivation, 2022, 78, 101804.	0.6	12
22	Human Factors and Cybersecurity in Online Game Addiction: An Analysis of the Relationship Between High School Students' Online Game Addiction and the State of Providing Personal Cybersecurity and Representing Cyber Human Values in Online Games. Social Science Quarterly, 2019, 100, 1984-1998.	0.9	11
23	Preparing pre-service teachers to integrate teaching technologies into their classrooms: Examining the effects of teaching environments based on open-ended, hands-on and authentic tasks. Education and Information Technologies, 2021, 26, 5365-5387.	3.5	11
24	Examining the Relationships Between English Teachers' Lifelong Learning Tendencies with Professional Competencies and Technology Integrating Self-Efficacy. Education and Information Technologies, 2022, 27, 5953-5988.	3.5	11
25	Conversational agent-based guidance: examining the effect of chatbot usage frequency and satisfaction on visual design self-efficacy, engagement, satisfaction, and learner autonomy. Education and Information Technologies, 2023, 28, 471-488.	3.5	11
26	Antecedents of Social Media Usage Status: Examination of Predictiveness of Digital Literacy, Academic Performance, and Fear of Missing Out Variables. Social Science Quarterly, 2020, 101, 1056-1074.	0.9	9
27	Programming with Scratch in primary school, indicators related to effectiveness of education process and analysis of these indicators in terms of various variables. Gifted Education International, 2019, 35, 237-258.	0.8	8
28	A Latent Profile Analysis for the Study of Multiple Screen Addiction, Mobile Social Gaming Addiction, General Mattering, and Family Sense of Belonging in University Students. International Journal of Mental Health and Addiction, 2023, 21, 3699-3720.	4.4	8
29	Role of personality traits in collaborative group works at flipped classrooms. Current Psychology, 2023, 42, 13093-13113.	1.7	7
30	Acceptance of educational use of the Internet of Things (IoT) in the context of individual innovativeness and ICT competency of pre-service teachers. Interactive Learning Environments, 0, , 1-15.	4.4	7
31	Examining pre-service teachers' opinions about digital story design. Education and Information Technologies, 2018, 23, 1277-1295.	3.5	6
32	Design and Development of an Instructional Program for Teaching Programming Processes to Gifted Students Using Scratch. Advances in Educational Technologies and Instructional Design Book Series, 2018, , 61-99.	0.2	6
33	Programlama Ã–ÄŸretim SÃ¼recinde ÃœstÃ¼n Yetenekli Ä°lkokul Ã–ÄŸrencilerinin GÃ¶rÃ¼ÅŸlerinin Ä°ncelenmesi. Ankara Ãœniversitesi EÄŸitim Bilimleri FakÃ¼ltesi Dergisi, 0, , .	0.3	6
34	The relationships between university students' information-seeking strategies, social-media specific epistemological beliefs, information literacy, and personality traits. Library and Information Science Research, 2022, 44, 101155.	1.2	6
35	Investigation of Variables Related to Computational Thinking Self-Efficacy Level in Middle School Students. Advances in Early Childhood and K-12 Education, 2020, , 54-75.	0.2	5
36	Parental awareness and supervision to prevent cyberbullying: Scale adaptation and a review in terms of demographic variables. Children and Youth Services Review, 2022, 133, 106329.	1.0	5

#	Article	IF	Citations
37	Modeling of Relationship of Personal and Affective Variables With Computational Thinking and Programming. Technology, Knowledge and Learning, 0, , 1.	3.1	4
38	Examination of University Students' Opinions on Use of Augmented Reality Technology in Archeology Field. EÄŸitimde Nitel AraÅŸtÄ±rmalar Dergisi, 2020, 8, 156-179.	0.6	4
39	A Review on the Opinions of Teachers About the Development of Computational Thinking Skills in K-12. Advances in Early Childhood and K-12 Education, 2018, , 157-181.	0.2	4
40	A Study on the Reflections of Cyber Human Values Demonstrated by University Students on Lifelong Learning Trends. Journal of Computer and Education Research, 2019, 7, 418-436.	0.3	4
41	Some personal and professional variables as identifiers of teachers' lifelong learning tendencies and professional burnout. Cypriot Journal of Educational Sciences, 2020, 15, 259-270.	0.2	4
42	Examining the effect of feedback type and gender on computing achievements, engagement, flipped learning readiness, and autonomous learning in online flipped classroom. Computer Applications in Engineering Education, 2022, 30, 1641-1655.	2.2	4
43	CYBER HUMAN VALUES DISPLAYED BY UNIVERSITY STUDENTS IN ONLINE SOCIAL NETWORKING SITES: THE RELATIONSHIP OF CYBER HUMAN VALUES TO CYBERBULLYING AND CYBER VICTIMIZATION BEHAVIORS DISPLAYED. , 2019, , .		3
44	The Validity and Reliability of the Group Regulation Scale Turkish Form: A Study with the Rasch Model. , 0, , .		3
45	Examining various variables related to authentic learning self-efficacy of university students in educational online social networks: Creative self-efficacy, rational experiential thinking, and cognitive flexibility. Current Psychology, 2023, 42, 22093-22102.	1.7	3
46	Turkish Adaptation of a Scale to Measure Three Modes of Motivational Regulation Strategies: Self-, Co-, and Socially Shared Regulation of Motivation for Collaborative Activity. , 0, , .		2
47	Investigating the effects of SOLO taxonomy with reflective practice on university students' meta-cognitive strategies, problem-solving, cognitive flexibility, spatial anxiety: an embedded mixed-method study on 3D game development. Interactive Learning Environments, 2023, 31, 7354-7376.	4.4	2
48	AÃ§Ä±k ve Uzaktan Ã–ÄŸrenme OrtamlarÄ±nda FarklÄ± Ã–ÄŸrenme DurumlarÄ± Ä°Ã§in Ã–ÄŸretim UygulamalarÄ±. , 2020, , 136-153.	1	
49	A Maths Serious Game for Mobiles: A Study on Design and Development. Lecture Notes in Educational Technology, 2022, , 465-487.	0.5	1
50	Comparing reflective and supportive scaffolding in 3D computer-aided design course: Engineering students' metacognitive strategies, spatial ability self-efficacy, and spatial anxiety. Computer Applications in Engineering Education, 2022, 30, 1454-1469.	2.2	1
51	ADAPTATION OF MEASURING NARRATIVE ENGAGEMENT SCALE INTO TURKISH LANGUAGE. INTED Proceedings, 2019, , .	0.0	0