

Hatice Yildiz Durak

List of Publications by Year in Descending Order

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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.

42
papers

429
citations

12
h-index

19
g-index

52
ext. papers

673
ext. citations

2.4
avg, IF

5.61
L-index

#	Paper	IF	Citations
42	The relationship between self-control and procrastination among adolescent: The mediating role of multi screen addiction.. <i>Current Psychology</i> , 2022 , 1-12	1.4	3
41	Examining the Relationships Between English Teachers' Lifelong Learning Tendencies with Professional Competencies and Technology Integrating Self-Efficacy.. <i>Education and Information Technologies</i> , 2022 , 1-36	3.6	1
40	Examining various risk factors as the predictors of gifted and non-gifted high school students' online game addiction. <i>Computers and Education</i> , 2022 , 177, 104378	9.5	2
39	Role of personality traits in collaborative group works at flipped classrooms.. <i>Current Psychology</i> , 2022 , 1-21	1.4	0
38	Parental awareness and supervision to prevent cyberbullying: Scale adaptation and a review in terms of demographic variables. <i>Children and Youth Services Review</i> , 2022 , 133, 106329	2	2
37	Predicting learner autonomy in collaborative learning: The role of group metacognition and motivational regulation strategies. <i>Learning and Motivation</i> , 2022 , 78, 101804	1.3	3
36	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.. <i>International Journal of Mental Health and Addiction</i> , 2022 , 1-22	8.8	1
35	A Maths Serious Game for Mobiles: A Study on Design and Development. <i>Lecture Notes in Educational Technology</i> , 2022 , 465-487	0.4	
34	The relationships between university students' information-seeking strategies, social-media specific epistemological beliefs, information literacy, and personality traits. <i>Library and Information Science Research</i> , 2022 , 44, 101155	1.9	1
33	Smartphone Addiction, Loneliness, Narcissistic Personality, and Family Belonging Among University Students: A Path Analysis. <i>Social Science Quarterly</i> , 2021 , 102, 1743	1.4	4
32	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. <i>Education and Information Technologies</i> , 2021 , 26, 5365-5387	3.6	3
31	Antecedents of Social Media Usage Status: Examination of Predictiveness of Digital Literacy, Academic Performance, and Fear of Missing Out Variables. <i>Social Science Quarterly</i> , 2020 , 101, 1056-1074	1.4	3
30	Examination of University Students' Opinions on Use of Augmented Reality Technology in Archeology Field. <i>Eğitimde Nitel Araştırmalar Dergisi</i> , 2020 , 8, 156-179	1.1	2
29	BETMENLERİN HAYAT BOYU BENİME YETERLİLİKLERİNİN KİŞİLİK VE MESLEKİ DEĞERLERİNE GÖRE NİCELENMESİ <i>Abant İzzet Baysal Üniversitesi Eğitim Fakültesi Dergisi</i> , 2020 , 20, 221-235	0.1	3
28	Investigation of Variables Related to Computational Thinking Self-Efficacy Level in Middle School Students. <i>Advances in Early Childhood and K-12 Education</i> , 2020 , 54-75	0.2	2
27	Examination of the Relationship between Cyberbullying and Cyber Victimization. <i>Journal of Child and Family Studies</i> , 2020 , 29, 2905-2915	2.3	8
26	Modeling of variables related to problematic internet usage and problematic social media usage in adolescents. <i>Current Psychology</i> , 2020 , 39, 1375-1387	1.4	19

25	Modeling Different Variables in Learning Basic Concepts of Programming in Flipped Classrooms. <i>Journal of Educational Computing Research</i> , 2020 , 58, 160-199	3.8	12
24	The Effects of Using Different Tools in Programming Teaching of Secondary School Students on Engagement, Computational Thinking and Reflective Thinking Skills for Problem Solving. <i>Technology, Knowledge and Learning</i> , 2020 , 25, 179-195	2.9	33
23	Cyberloafing in Learning Environments Where Online Social Networking Sites Are Used as Learning Tools: Antecedents and Consequences. <i>Journal of Educational Computing Research</i> , 2020 , 58, 539-569	3.8	16
22	Modeling the effect of new media literacy levels and social media usage status on problematic internet usage behaviours among high school students. <i>Education and Information Technologies</i> , 2019 , 24, 2205-2223	3.6	12
21	Programming with Scratch in primary school, indicators related to effectiveness of education process and analysis of these indicators in terms of various variables. <i>Gifted Education International</i> , 2019 , 35, 237-258	0.3	3
20	Modeling of relations between K-12 teachers' TPACK levels and their technology integration self-efficacy, technology literacy levels, attitudes toward technology and usage objectives of social networks. <i>Interactive Learning Environments</i> , 2019 , 1-27	3.1	8
19	Modeling of variables related to problematic social media usage: Social desirability tendency example. <i>Scandinavian Journal of Psychology</i> , 2019 , 60, 277-288	2.2	11
18	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. <i>Social Science Quarterly</i> , 2019 , 100, 1001-1008	1.4	6
17	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
16	Computational Thinking, Programming Self-Efficacy, Problem Solving and Experiences in the Programming Process Conducted with Robotic Activities. <i>Contemporary Educational Technology</i> , 2019 , 10,	2.4	23
15	A Study on the Reflections of Cyber Human Values Demonstrated by University Students on Lifelong Learning Trends. <i>Journal of Computer and Education Research</i> , 2019 , 7, 418-436	0.5	2
14	Occupational burnout and cyberloafing among teachers: Analysis of personality traits, individual and occupational status variables as predictors. <i>Social Science Journal</i> , 2019 , 56, 69-87	1.1	12
13	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. <i>Journal of Computing in Higher Education</i> , 2019 , 31, 173-209	3.5	21
12	Investigation of nomophobia and smartphone addiction predictors among adolescents in Turkey: Demographic variables and academic performance. <i>Social Science Journal</i> , 2019 , 56, 492-517	1.1	67
11	Analysis of the relation between computational thinking skills and various variables with the structural equation model. <i>Computers and Education</i> , 2018 , 116, 191-202	9.5	78
10	Digital story design activities used for teaching programming effect on learning of programming concepts, programming self-efficacy, and participation and analysis of student experiences. <i>Journal of Computer Assisted Learning</i> , 2018 , 34, 740-752	3.8	20
9	Design and Development of an Instructional Program for Teaching Programming Processes to Gifted Students Using Scratch. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , 2018 , 61-99	0.3	4
8	A Review on the Opinions of Teachers About the Development of Computational Thinking Skills in K-12. <i>Advances in Early Childhood and K-12 Education</i> , 2018 , 157-181	0.2	4

7	Examining pre-service teachers' opinions about digital story design. <i>Education and Information Technologies</i> , 2018 , 23, 1277-1295	3.6	4
6	Flipped learning readiness in teaching programming in middle schools: Modelling its relation to various variables. <i>Journal of Computer Assisted Learning</i> , 2018 , 34, 939-959	3.8	20
5	Flipped classroom model applications in computing courses: Peer-assisted groups, collaborative group and individual learning. <i>Computer Applications in Engineering Education</i> ,	1.6	7
4	Programlama Eğitiminde Öğretmenlerin Yetenekli Öğrencilerin Gözetiminde Öğrenmelerinin İncelenmesi. <i>Ankara Üniversitesi Eğitim Bilimleri Fakültesi Dergisi</i> ,		3
3	Modeling of Relationship of Personal and Affective Variables With Computational Thinking and Programming. <i>Technology, Knowledge and Learning</i> ,1	2.9	0
2	The Validity and Reliability of the Group Regulation Scale Turkish Form: A Study with the Rasch Model		1
1	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. <i>Interactive Learning Environments</i> ,1-23	3.1	