

Teemu Leinonen

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5375908/publications.pdf>

Version: 2024-02-01

25
papers

321
citations

1163117

8
h-index

940533

16
g-index

26
all docs

26
docs citations

26
times ranked

306
citing authors

#	ARTICLE	IF	CITATIONS
1	Mobile apps for reflection in learning: A design research in <sc>K</sc>â€12 education. British Journal of Educational Technology, 2016, 47, 184-202.	6.3	61
2	Design of web-based collaborative learning environments. Translating the pedagogical learning principles to human computer interface. Computers and Education, 2005, 45, 276-294.	8.3	37
3	3D Printing in the Wild: Adopting Digital Fabrication in Elementary School Education. International Journal of Art and Design Education, 2020, 39, 600-615.	1.1	24
4	Social augmented reality: Enhancing contextâ€dependent communication and informal learning at work. British Journal of Educational Technology, 2016, 47, 474-483.	6.3	22
5	Facebook is not a silver bullet for teachersâ€™ professional development: Anatomy of an eight-year-old social-media community. Computers and Education, 2021, 173, 104269.	8.3	22
6	Information Architecture and Design Solutions Scaffolding Authoring of Open Educational Resources. IEEE Transactions on Learning Technologies, 2010, 3, 116-128.	3.2	15
7	Mobile augmented communication for remote collaboration in a physical work context. Australasian Journal of Educational Technology, 2017, 33, .	3.5	13
8	Collaborative discovering of key ideas in knowledge building. , 2002, , .		12
9	The Code ABC MOOC: Experiences from a Coding and Computational Thinking MOOC for Finnish Primary School Teachers. , 2017, , 239-248.		11
10	Reflection in Learning through a Self-monitoring Device: Design Research on EEG Self-Monitoring during a Study Session. Designs for Learning, 2017, 9, 10-20.	0.8	10
11	Connected learning with media tools in kindergarten: an illustrative case. Educational Media International, 2019, 56, 233-249.	1.7	7
12	Design Framework and Principles for Learning Environment Co-Design: Synthesis from Literature and Three Empirical Studies. Buildings, 2021, 11, 581.	3.1	7
13	Design-driven education in primary and secondary school contexts. A qualitative study on teachersâ€™ conceptions on designing. Technology, Pedagogy and Education, 2017, 26, 471-483.	5.4	6
14	Co-Designing for Equity in Informal Science Learning: A Proof-of-Concept Study of Design Principles. Frontiers in Education, 2021, 6, .	2.1	6
15	Augmented reality sandboxes: childrenâ€™s play and storytelling with mirror worlds. Digital Creativity, 2021, 32, 38-55.	1.6	6
16	Learning in and with an open wiki project: Wikiversityâ€™s potential in global capacity building. First Monday, 0, , .	0.6	6
17	Designing Edukata, a Participatory Design Model for Creating Learning Activities. , 2015, , 41-58.		5
18	Design and evaluation of an online tool for open learning with blogs. Australasian Journal of Educational Technology, 0, , .	3.5	5

#	ARTICLE	IF	CITATIONS
19	Why Do We Want Data for Learning? Learning Analytics and the Laws of Media. Lecture Notes in Educational Technology, 2016, , 59-72.	0.8	3
20	LeMill. , 2011, , 147-167.		2
21	Scenarios for peer-to-peer learning in construction with emerging forms of collaborative computing. , 2013, , .		1
22	Zones of participation â€“ a framework to analyse design roles in early childhood education and care (ECEC). CoDesign, 2020, , 1-19.	2.0	1
23	Creating and Sharing Knowledge Through Experiences: A Case Study with Ach so! in Healthcare Education. Lecture Notes in Computer Science, 2015, , 642-645.	1.3	0
24	Proposal and Requirements for a Platform that Assists Teachingâ€“Learning in the Problematization of Design Projects. Springer Series in Design and Innovation, 2021, , 325-338.	0.3	0
25	Culture coding - a method for diversifying artefact associations in design ideation. International Journal of Design Creativity and Innovation, 0, , 1-18.	1.2	0