

Sarantos Psycharis

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5382098/publications.pdf>

Version: 2024-02-01

25
papers

364
citations

933447

10
h-index

839539

18
g-index

25
all docs

25
docs citations

25
times ranked

209
citing authors

#	ARTICLE	IF	CITATIONS
1	The teaching of Natural Sciences in kindergarten based on the principles of STEM and STEAM approach. <i>Advanced Journal of Nursing</i> , 2022, 2, 268-277.	2.4	15
2	Assesement And Integrated Steam In Engineering Education. , 2022, , .		3
3	An advanced Physical Computing - based Educational Robot Platform evaluated by Technology Acceptance Model. , 2022, , .		2
4	DuBot. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , 2021, , 441-465.	0.2	11
5	DuBot. , 2021, , 329-353.		5
6	A Study of the Impact of Arduino and Visual Programming In Self-Efficacy, Motivation, Computational Thinking and 5th Grade Studentsâ€™ Perceptions on Electricity. <i>Eurasia Journal of Mathematics, Science and Technology Education</i> , 2021, 17, em1960.	1.3	13
7	The Impact of Physical Computing and Computational Pedagogy on Girlâ€™s Self â€“ Efficacy and Computational Thinking Practice. , 2021, , .		5
8	Calculation of the Hubble Universe Expansion Constant by Analyzing Observational Data: An Exploratory Teaching Proposal based on STEM Epistemology. , 2020, , .		2
9	Innovative Robot for Educational Robotics and STEM. <i>Lecture Notes in Computer Science</i> , 2020, , 95-104.	1.3	12
10	Measuring the Impact on Student's Computational Thinking Skills Through STEM and Educational Robotics Project Implementation. <i>Advances in Early Childhood and K-12 Education</i> , 2020, , 238-288.	0.2	4
11	The Impact of a STEM Inquiry Game Learning Scenario on Computational Thinking and Computer Self-confidence. <i>Eurasia Journal of Mathematics, Science and Technology Education</i> , 2019, 15, .	1.3	27
12	Action Research Implementation in Developing an Open Source and Low Cost Robotic Platform for STEM Education. <i>International Journal of Computer Applications</i> , 2019, 178, 33-46.	0.2	14
13	Computational Thinking, Engineering Epistemology and STEM Epistemology: A Primary Approach to Computational Pedagogy. <i>Advances in Intelligent Systems and Computing</i> , 2019, , 689-698.	0.6	4
14	Unfolding the Curriculum: Physical Computing, Computational Thinking and Computational Experiment in STEMâ€™s Transdisciplinary Approach. <i>European Journal of Engineering Research and Science</i> , 2018, , 19.	0.3	7
15	The effects of computer programming on high school studentsâ€™ reasoning skills and mathematical self-efficacy and problem solving. <i>Instructional Science</i> , 2017, 45, 583-602.	2.0	92
16	A Didactic Scenario for Implementation of Computational Thinking using Inquiry Game Learning. , 2017, , .		9
17	Emotional experiences in simulated classroom training environments. <i>International Journal of Information and Learning Technology</i> , 2016, 33, 172-185.	2.3	13
18	The Impact of Computational Experiment and Formative Assessment in Inquiry-Based Teaching and Learning Approach in STEM Education. <i>Journal of Science Education and Technology</i> , 2016, 25, 316-326.	3.9	22

#	ARTICLE	IF	CITATIONS
19	The impact of the computational inquiry based experiment on metacognitive experiences, modelling indicators and learning performance. <i>Computers and Education</i> , 2014, 72, 90-99.	8.3	13
20	Examining the effect of the computational models on learning performance, scientific reasoning, epistemic beliefs and argumentation: An implication for the STEM agenda. <i>Computers and Education</i> , 2013, 68, 253-265.	8.3	19
21	Moodle as a Learning Environment in Promoting Conceptual Understanding for Secondary School Students. <i>Eurasia Journal of Mathematics, Science and Technology Education</i> , 2013, 9, .	1.3	36
22	Exploring the Effects of the Computational Experiment Approach to the Epistemic Beliefs, the Motivation, the Use of Modeling Indicators and Conceptual Understanding in Three Different Computational Learning Environments. <i>Journal of Education and Training Studies</i> , 2012, 1, .	0.2	3
23	The computational experiment and its effects on approach to learning and beliefs on physics. <i>Computers and Education</i> , 2011, 56, 547-555.	8.3	20
24	Discovery Learning and the Computational Experiment in Higher Mathematics and Science Education: A Combined Approach. <i>International Journal of Emerging Technologies in Learning</i> , 2009, 4, 25.	1.3	7
25	The relationship between task structure and collaborative group interactions in a synchronous peer interaction collaborative learning environment for a course of Physics. <i>Education and Information Technologies</i> , 2008, 13, 119-128.	5.7	6