# Andrea Valente

## List of Publications by Year
in descending order

| | | 1684188 | 1372567 |
|---|---|---|---|
| 30 papers | 127 citations | 5 h-index | 10 g-index |
| 34 all docs | 34 docs citations | 34 times ranked | 64 citing authors |

| # | Article | IF | Citations |
|---|---------|-----|-----------|
| 1 | A Distributed Abstract Machine for Safe Ambients. Lecture Notes in Computer Science, 2001, , 408-420. | 1.3 | 27 |
| 2 | Interactivity and multimodality in language learning: the untapped potential of audiobooks. Universal Access in the Information Society, 2018, 17, 257-274. | 3.0 | 20 |
| 3 | Safe Ambients: Abstract machine and distributed implementation. Science of Computer Programming, 2006, 59, 209-249. | 1.9 | 10 |
| 4 | Diachronic Perspective and Interaction: New Directions for Innovation in Historical Museums. International Journal of Technology, Knowledge and Society, 2013, 8, 131-143. | 0.2 | 7 |
| 5 | Programming Turing Machines as a Game for Technology Sense-Making. , 2011, , . | | 6 |
| 6 | Kill it or Grow it.: Computer Game Design for Playful Math-Learning. , 2012, , . | | 5 |
| 7 | What a Tangible Digital Installation for Museums Can Offer to Autistic Children and Their Teachers. International Journal of Game-Based Learning, 2016, 6, 29-45. | 1.4 | 5 |
| 8 | Design of an educational multimedia library to teach Python to non-technical university students. , 2020, , . | | 5 |
| 9 | Transposition of Domain Knowledge into Educational Games. International Journal of Technology, Knowledge and Society, 2014, 9, 273-288. | 0.2 | 5 |
| 10 | Make and Play: Card Games as Tangible and Playable Knowledge Representation Boundary Objects. , 2015, , . | | 4 |
| 11 | Boardgames and Computational Thinking. , 2020, , . | | 4 |
| 12 | Fabric Robotics - Lessons Learned Introducing Soft Robotics in a Computational Thinking Course for Children. Lecture Notes in Computer Science, 2020, , 499-519. | 1.3 | 3 |
| 13 | Explorations in theoretical computer science for kids (using paper toys). , 2004, , . | | 2 |
| 14 | Visual Middle-Out Modeling of Problem Spaces. , 2009, , . | | 2 |
| 15 | Optimal control of offshore indoor climate. , 2010, , . | | 2 |
| 16 | Please Don't Make Me Draw!. , 2010, , . | | 2 |
| 17 | From Cards to Digital Games: Closing the Loop. , 2017, , . | | 2 |
| 18 | Development of a Memory Training Game. Studies in Computational Intelligence, 2014, , 25-38. | 0.9 | 2 |

| # | Article | IF | Citations |
|---|---------|-----|-----------|
| 19 | StickAndClick â€" Sticking and Composing Simple Games as a Learning Activity. Lecture Notes in Computer Science, 2020, , 333-352. | 1.3 | 2 |
| 20 | Towards a New Tool for Individualized Content Delivery in Classrooms. Lecture Notes in Computer Science, 2021, , 46-64. | 1.3 | 1 |
| 21 | Fables â€" Exploring Natural Ways of Expressing Behavior to Create Digital Simulations. Lecture Notes in Computer Science, 2018, , 110-126. | 1.3 | 1 |
| 22 | Prime Slaughter: Playful Prime Numbers. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2012, , 136-144. | 0.3 | 1 |
| 23 | What a Tangible Digital Installation for Museums Can Offer to Autistic Children and Their Teachers. , 0, , 144-161. | | 1 |
| 24 | Simplifying Programming for Non-technical Students: A Hermeneutic Approach. KI - Kunstliche Intelligenz, 2022, , 1-17. | 3.2 | 1 |
| 25 | Domain-specific knowledge as playful interaction: the case of Prime Slaughter. International Journal of Arts and Technology, 2015, 8, 30. | 0.1 | 0 |
| 26 | What Happened to Non-linear Narrative? A Pedagogical Reflection. , 2015, , . | | 0 |
| 27 | Teachers and Children Playing with Factorization: Putting Prime Slaughter to the Test. Lecture Notes in Computer Science, 2013, , 311-320. | 1.3 | 0 |
| 28 | Social Exploration of 1D Games. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2013, , 144-151. | 0.3 | 0 |
| 29 | Authoring of Digital Games via Card Games: Make Playful Play Happen. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2015, , 128-136. | 0.3 | 0 |
| 30 | The Many Voices of Audiobooks: Interactivity and Multimodality in Language Learning. Lecture Notes in Computer Science, 2016, , 165-176. | 1.3 | 0 |