

Maria Limniou

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5419099/publications.pdf>

Version: 2024-02-01

30
papers

480
citations

1163117

8
h-index

713466

21
g-index

31
all docs

31
docs citations

31
times ranked

410
citing authors

#	ARTICLE	IF	CITATIONS
1	Full immersive virtual environment CAVE™ in chemistry education. <i>Computers and Education</i> , 2008, 51, 584-593.	8.3	190
2	Teachers'™ and students'™ perspectives on teaching and learning through virtual learning environments. <i>European Journal of Engineering Education</i> , 2010, 35, 645-653.	2.3	52
3	Learning, Student Digital Capabilities and Academic Performance over the COVID-19 Pandemic. <i>Education Sciences</i> , 2021, 11, 361.	2.6	50
4	Traditional and flipped classroom approaches delivered by two different teachers: the student perspective. <i>Education and Information Technologies</i> , 2018, 23, 797-817.	5.7	37
5	Integration of simulation into pre-laboratory chemical course: Computer cluster versus WebCT. <i>Computers and Education</i> , 2009, 52, 45-52.	8.3	33
6	The integration of a viscosity simulator in a chemistry laboratory. <i>Chemistry Education Research and Practice</i> , 2007, 8, 220-231.	2.5	22
7	The role of feedback in e-assessments for engineering education. <i>Education and Information Technologies</i> , 2014, 19, 209-225.	5.7	10
8	Comparisons between three disciplines regarding device usage in a lecture theatre, academic performance and learning. <i>Higher Education Pedagogies</i> , 2020, 5, 132-147.	3.5	10
9	The Effect of Digital Device Usage on Student Academic Performance: A Case Study. <i>Education Sciences</i> , 2021, 11, 121.	2.6	9
10	Differences between Facebook and Instagram Usage in Regard to Problematic Use and Well-Being. <i>Journal of Technology in Behavioral Science</i> , 2022, 7, 141-150.	2.3	7
11	Disrupting the Disruption: A Digital Learning HeXie Ecology Model. <i>Education Sciences</i> , 2022, 12, 63.	2.6	6
12	An integrated lecture, virtual instrumentation lab approach to teaching UV-Vis spectroscopy. <i>Education and Information Technologies</i> , 2007, 12, 229-244.	5.7	5
13	The Big Five, Learning Goals, Exam Preparedness, and Preference for Flipped Classroom Teaching: Evidence from a Large Psychology Undergraduate Cohort. <i>Psychology Learning and Teaching</i> , 2017, 16, 36-46.	2.0	5
14	A country's™ national culture affects virtual learning environment adoption in higher education: a systematic review (2001-2020). <i>Interactive Learning Environments</i> , 2023, 31, 4407-4425.	6.4	5
15	Students'™ Views for a Research-Intensive School Curriculum in Psychology: Research-Teaching Nexus. <i>Creative Education</i> , 2019, 10, 796-813.	0.4	5
16	Spec UV-Vis: An Ultraviolet-Visible Spectrophotometer Simulation. <i>Journal of Chemical Education</i> , 2001, 78, 1560.	2.3	4
17	A Computer-Controlled Bipolar Pulse Conductivity Apparatus. <i>Journal of Chemical Education</i> , 2001, 78, 245.	2.3	4
18	How to Use Visual Basic to Interface Scientific Instruments to a Personal Computer. <i>The Chemical Educator</i> , 2002, 7, 288-291.	0.0	4

#	ARTICLE	IF	CITATIONS
19	Is Fitspiration the Healthy Internet Trend It Claims to Be? A British Studentsâ€™ Case Study. International Journal of Environmental Research and Public Health, 2021, 18, 1837.	2.6	4
20	pH Titration Simulator. Journal of Chemical Education, 2003, 80, 709.	2.3	3
21	(Game-Based) Student Response Systems Engage Students with Research-Teaching Nexus Activities and Support Their Skills Development. Creative Education, 2019, 10, 36-47.	0.4	3
22	Meaning-making in virtual learning environment enabled educational innovations: a 13-year longitudinal case study. Interactive Learning Environments, 2024, 32, 168-182.	6.4	3
23	Viscosity Measurement: A Virtual Experiment-Abstract of Issues 9907W. Journal of Chemical Education, 1999, 76, 1600.	2.3	2
24	Datasets reflecting students' and teachers' views on the use of learning technology in a <sc>UK</sc> university. British Journal of Educational Technology, 2015, 46, 1081-1091.	6.3	2
25	Increasing Research Students' Engagement through Virtual Communities. Advances in Educational Technologies and Instructional Design Book Series, 2015, , 50-75.	0.2	2
26	Traditional learning approach versus gamification: an example from psychology. , 0, , .		2
27	Enhancing the engagement of large cohorts using live interactive polling and feedback. Developing Academic Practice, 2021, 2021, 31-50.	0.5	1
28	Chapter 14. An Educational Software for Supporting Studentsâ€™ Learning of IR Spectral Interpretation. Advances in Chemistry Education, 2021, , 340-360.	0.4	0
29	A Critique of Blended Learning: Examples From an Undergraduate Psychology Program. , 2019, , .		0
30	A STUDY FOR UNIVERSITY STUDENT DIGITAL CAPABILITIES, INDEPENDENT LEARNING AND THE COVID-19 LOCKDOWN PERIOD. , 2020, , .		0