

Tina A Grotzer

List of Publications by Year in descending order

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Version: 2024-02-01

37
papers

1,352
citations

471371

17
h-index

377752

34
g-index

39
all docs

39
docs citations

39
times ranked

1059
citing authors

#	ARTICLE	IF	CITATIONS
1	EcoMOBILE: Integrating augmented reality and probeware with environmental education field trips. <i>Computers and Education</i> , 2013, 68, 545-556.	5.1	357
2	Teaching intelligence.. <i>American Psychologist</i> , 1997, 52, 1125-1133.	3.8	137
3	Dimensions of Causal Understanding: the Role of Complex Causal Models in Students' Understanding of Science. <i>Studies in Science Education</i> , 2005, 41, 117-165.	3.4	129
4	How does grasping the underlying causal structures of ecosystems impact students' understanding?. <i>Journal of Biological Education</i> , 2003, 38, 16-29.	0.8	127
5	Learning to Understand the Forms of Causality Implicit in Scientifically Accepted Explanations. <i>Studies in Science Education</i> , 2003, 39, 1-74.	3.4	63
6	A multi-user virtual environment to support students' self-efficacy and interest in science: A latent growth model analysis. <i>Learning and Instruction</i> , 2016, 41, 11-22.	1.9	60
7	Ecosystem Science Learning via Multi-User Virtual Environments. <i>International Journal of Gaming and Computer-Mediated Simulations</i> , 2011, 3, 86-90.	0.9	59
8	Learning to Reason about Ecosystems Dynamics over Time: The Challenges of an Event-Based Causal Focus. <i>BioScience</i> , 2013, 63, 288-296.	2.2	42
9	Using a three-dimensional thinking graph to support inquiry learning. <i>Journal of Research in Science Teaching</i> , 2018, 55, 1239-1263.	2.0	32
10	Simplifying Causal Complexity: How Interactions Between Modes of Causal Induction and Information Availability Lead to Heuristic-Driven Reasoning. <i>Mind, Brain, and Education</i> , 2014, 8, 97-114.	0.9	29
11	Using Mobile Location-Based Augmented Reality to Support Outdoor Learning in Undergraduate Ecology and Environmental Science Courses. <i>Bulletin of the Ecological Society of America</i> , 2018, 99, 259-276.	0.2	29
12	Exploring Ecosystems from the Inside: How Immersive Multi-user Virtual Environments Can Support Development of Epistemologically Grounded Modeling Practices in Ecosystem Science Instruction. <i>Journal of Science Education and Technology</i> , 2015, 24, 148-167.	2.4	27
13	Turning Transfer Inside Out: The Affordances of Virtual Worlds and Mobile Devices in Real World Contexts for Teaching About Causality Across Time and Distance in Ecosystems. <i>Technology, Knowledge and Learning</i> , 2015, 20, 43-69.	3.1	26
14	Supports for deeper learning of inquiry-based ecosystem science in virtual environments - Comparing virtual and physical concept mapping. <i>Computers in Human Behavior</i> , 2018, 87, 459-469.	5.1	24
15	Visualizing complex processes using a cognitive-mapping tool to support the learning of clinical reasoning. <i>BMC Medical Education</i> , 2016, 16, 216.	1.0	22
16	Pedagogical moves and student thinking in technology-mediated medical problem-based learning: Supporting novice-to-expert shift. <i>British Journal of Educational Technology</i> , 2019, 50, 2234-2250.	3.9	22
17	The Role of Metacognition in Students'™ Understanding and Transfer of Explanatory Structures in Science. <i>Contemporary Trends and Issues in Science Education</i> , 2012, , 79-99.	0.2	21
18	Action at an attentional distance: A study of children's reasoning about causes and effects involving spatial and attentional discontinuity. <i>Journal of Research in Science Teaching</i> , 2015, 52, 1003-1030.	2.0	20

#	ARTICLE	IF	CITATIONS
19	A study of students'™ reasoning about probabilistic causality: Implications for understanding complex systems and for instructional design. <i>Instructional Science</i> , 2017, 45, 25-52.	1.1	19
20	Leveraging Fourth and Sixth Graders'™ Experiences to Reveal Understanding of the Forms and Features of Distributed Causality. <i>Cognition and Instruction</i> , 2017, 35, 55-87.	1.9	16
21	Scaffolding ecosystems science practice by blending immersive environments and computational modeling. <i>British Journal of Educational Technology</i> , 2019, 50, 2181-2202.	3.9	13
22	Improving the learning of clinical reasoning through computer-based cognitive representation. <i>Medical Education Online</i> , 2014, 19, 25940.	1.1	11
23	Shifts in Student Motivation during Usage of a Multi-User Virtual Environment for Ecosystem Science. <i>International Journal of Virtual and Personal Learning Environments</i> , 2014, 5, 1-16.	0.4	9
24	An agentive focus may limit learning about complex causality and systems dynamics: A study of seventh graders' explanations of ecosystems. <i>Journal of Research in Science Teaching</i> , 2019, 56, 1083-1105.	2.0	9
25	Constructing Causal Understanding in Complex Systems: Epistemic Strategies Used by Ecosystem Scientists. <i>BioScience</i> , 2019, 69, 533-543.	2.2	9
26	Assessing Science Identity Exploration in Immersive Virtual Environments: A Mixed Methods Approach. <i>Journal of Experimental Education</i> , 2021, 89, 468-489.	1.6	7
27	Analyzing student thinking reflected in self-constructed cognitive maps and its influence on inquiry task performance. <i>Instructional Science</i> , 2021, 49, 287.	1.1	6
28	Why Immersive, Interactive Simulation Belongs in the Pedagogical Toolkit of 'Next Generation' Science. , 0, , 127-146.		4
29	Virtual Reality as an Immersive Medium for Authentic Simulations. <i>Smart Computing and Intelligence</i> , 2017, , 133-156.	0.7	3
30	Public Understanding of Cognitive Neuroscience Research Findings: Trying to Peer Beyond Enchanted Glass. <i>Mind, Brain, and Education</i> , 2011, 5, 108-114.	0.9	2
31	They Work Together to Roar: Kindergartners'™ Understanding of an Interactive Causal Task. <i>Journal of Research in Childhood Education</i> , 2016, 30, 422-439.	0.6	2
32	EcoMUVE. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , 2018, , 1-25.	0.2	2
33	Transitions in Student Motivation During a MUVE-Based Ecosystem Science Curriculum. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , 2019, , 96-115.	0.2	2
34	Perceptual, Attentional, and Cognitive Heuristics That Interact with the Nature of Science to Complicate Public Understanding of Science. , 2012, , 27-49.		1
35	Details Matter: How Contrasting Design Features in Two MUVES Impact Learning Outcomes. <i>Technology, Knowledge and Learning</i> , 2022, 27, 801-821.	3.1	1
36	Teacher views of experimentation in ecosystem science. <i>Journal of Biological Education</i> , 2023, 57, 517-536.	0.8	1

#	ARTICLE	IF	CITATIONS
37	Why Immersive, Interactive Simulation Belongs in the Pedagogical Toolkit of “Next Generation” Science. , 0 , 1578-1597.		0