

Barney Dalgarno

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5714984/publications.pdf>

Version: 2024-02-01

32
papers

2,632
citations

687363

13
h-index

580821

25
g-index

32
all docs

32
docs citations

32
times ranked

2001
citing authors

#	ARTICLE	IF	CITATIONS
1	What are the learning affordances of 3D virtual environments?. British Journal of Educational Technology, 2010, 41, 10-32.	6.3	1,093
2	Implementing Web 2.0 technologies in higher education: A collective case study. Computers and Education, 2012, 59, 524-534.	8.3	254
3	Digital divides? Student and staff perceptions of information and communication technologies. Computers and Education, 2010, 54, 1202-1211.	8.3	240
4	Design and implementation factors in blended synchronous learning environments: Outcomes from a cross-case analysis. Computers and Education, 2015, 86, 1-17.	8.3	239
5	Beyond natives and immigrants: exploring types of net generation students. Journal of Computer Assisted Learning, 2010, 26, 332-343.	5.1	198
6	Effectiveness of a Virtual Laboratory as a preparatory resource for Distance Education chemistry students. Computers and Education, 2009, 53, 853-865.	8.3	181
7	Collaborative learning across physical and virtual worlds: Factors supporting and constraining learners in a blended reality environment. British Journal of Educational Technology, 2017, 48, 407-430.	6.3	112
8	Interpretations of constructivism and consequences for Computer Assisted Learning. British Journal of Educational Technology, 2001, 32, 183-194.	6.3	106
9	A qualitative analysis of pre-service primary school teachers' TPACK development over the four years of their teacher preparation programme. Technology, Pedagogy and Education, 2017, 26, 439-456.	5.4	30
10	Self-regulation in open-ended online assignment tasks: the importance of initial task interpretation and goal setting. Studies in Higher Education, 2021, 46, 821-835.	4.5	23
11	How Does Pre-Service Teacher Preparedness to Use ICTs for Learning and Teaching Develop Through Their Degree Program?. Australian Journal of Teacher Education, 2014, 40, .	0.6	22
12	Using Online Blogs to Develop Student Teachers' Behaviour Management Approaches. Australian Journal of Teacher Education, 2011, 36, .	0.6	19
13	The impact of students' exploration strategies on discovery learning using computer-based simulations. Educational Media International, 2014, 51, 310-329.	1.7	16
14	Household Adoption of Technology: The Case of High-Speed Broadband Adoption in Australia. Technology in Society, 2017, 49, 37-47.	9.4	16
15	Recent Developments in Technology-Enhanced Learning: A Critical Assessment. RUSC Universities and Knowledge Society Journal, 2015, 12, 73.	1.4	13
16	User control and task authenticity for spatial learning in 3D environments. Australasian Journal of Educational Technology, 2004, 20, .	3.5	13
17	Analysing Mathematics Teachers' TPACK Through Observation of Practice. Asia-Pacific Education Researcher, 2016, 25, 863-872.	3.7	10
18	The role of social cues in supporting students to overcome challenges in online multi-stage assignments. Internet and Higher Education, 2019, 42, 25-33.	6.5	9

#	ARTICLE	IF	CITATIONS
19	Blogging while on professional placement: explaining the diversity in student attitudes and engagement. <i>Technology, Pedagogy and Education</i> , 2015, 24, 189-209.	5.4	8
20	The Importance of Active Exploration, Optical Flow, and Task Alignment for Spatial Learning in Desktop 3D Environments. <i>Human-Computer Interaction</i> , 2010, 25, 25-66.	4.4	7
21	Making science real: photo-sharing in biology and chemistry. <i>Research in Learning Technology</i> , 2012, 20, 16151.	2.3	6
22	Scaffolding Discovery Learning In 3D Virtual Environments. , 0, , 138-169.		5
23	Developing a Schema for Describing the Contents of the Office for Learning and Teaching's Resource Library. <i>Australian Academic and Research Libraries</i> , 2015, 46, 151-163.	0.7	3
24	Building an Instructional Design Model for Immersive Virtual Reality Learning Environments. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , 2021, , 20-47.	0.2	3
25	Information Flow Control Using the Java Virtual Machine Tool Interface (JVMTI). , 2010, , .		2
26	Using brain imaging to explore interactivity and cognition in multimedia learning environments. , 2009, , .		2
27	Reindexing a Research Repository from the Ground up: Adding and Evaluating Quality Metadata. <i>Australian Academic and Research Libraries</i> , 2016, 47, 61-75.	0.7	1
28	Editorial 32(2): From Tinkering to Systemic Change. <i>Australasian Journal of Educational Technology</i> , 2016, 32, .	3.5	1
29	Child pornography and deception on the internet: some ethical considerations. <i>Journal of Information Communication and Ethics in Society</i> , 2006, 4, 205-213.	1.5	0
30	Editorial 32(3). <i>Australasian Journal of Educational Technology</i> , 2016, 32, .	3.5	0
31	How Are Australian and New Zealand Higher Educators Using 3D Immersive Virtual Worlds in Their Teaching?. <i>Advances in Mobile and Distance Learning Book Series</i> , 0, , 169-188.	0.5	0
32	Technological Affordances for Embodied Learning in Authentic Contexts. <i>Debating Higher Education: Philosophical Perspectives</i> , 2021, , 197-209.	0.2	0