

Ivica Boticki

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5926318/publications.pdf>

Version: 2024-02-01

29
papers

860
citations

759233

12
h-index

752698

20
g-index

30
all docs

30
docs citations

30
times ranked

776
citing authors

#	ARTICLE	IF	CITATIONS
1	A Blended Learning Approach to Course Design and Implementation. IEEE Transactions on Education, 2009, 52, 19-30.	2.4	229
2	Usage of a mobile social learning platform with virtual badges in a primary school. Computers and Education, 2015, 86, 120-136.	8.3	154
3	Examining competitive, collaborative and adaptive gamification in young learners' math learning. Computers and Education, 2018, 125, 444-457.	8.3	133
4	Teaching and learning computer science sorting algorithms with mobile devices: A case study. Computer Applications in Engineering Education, 2013, 21, E41.	3.4	42
5	Improving the scaffolds of a mobile-assisted Chinese character forming game via a design-based research cycle. Computers in Human Behavior, 2011, 27, 1783-1793.	8.5	37
6	Preparing augmented reality learning content should be easy: UNED ARLE"an authoring tool for augmented reality learning environments. Computer Applications in Engineering Education, 2015, 23, 778-789.	3.4	37
7	Designing Technology for Content-Independent Collaborative Mobile Learning. IEEE Transactions on Learning Technologies, 2013, 6, 14-24.	3.2	35
8	A review of research on bridging the gap between formal and informal learning with technology in primary school contexts. Journal of Computer Assisted Learning, 2018, 34, 417-428.	5.1	22
9	Where Does My Augmented Reality Learning Experience (ARLE) Belong? A Student and Teacher Perspective to Positioning ARLEs. IEEE Transactions on Learning Technologies, 2017, 10, 419-435.	3.2	20
10	Exploring group interactions in synchronous mobile computer-supported learning activities. Computers and Education, 2020, 146, 103735.	8.3	20
11	Mobile learning system for enabling collaborative and adaptive pedagogies with modular digital learning contents. Journal of Computers in Education, 2019, 6, 335-362.	8.3	17
12	E-book user modelling through learning analytics: the case of learner engagement and reading styles. Interactive Learning Environments, 2019, 27, 754-765.	6.4	13
13	A System Architecture for a Context-aware Blended Mobile Learning Environment. Journal of Computing and Information Technology, 2009, 17, 165.	0.3	13
14	A learning environment for augmented reality mobile learning. , 2014, , .		12
15	AuGeo: A geolocation-based augmented reality application for vocational geodesy education. , 2014, , .		11
16	Gamified Digital Math Lessons for Lower Primary School Students. , 2017, , .		9
17	Investigating the different facets of student engagement during augmented reality use in primary school. British Journal of Educational Technology, 2022, 53, 1361-1388.	6.3	6
18	Sortko: Learning Sorting Algorithms with Mobile Devices. , 2012, , .		4

#	ARTICLE	IF	CITATIONS
19	The experiences of setting up, developing and implementing a mobile learning project in Croatia: The SCOLLAm project. , 2015, , .		4
20	ADAPTIVITY IN SYNCHRONOUS MOBILE COLLABORATIVE LEARNING. EDULEARN Proceedings, 2017, , .	0.0	4
21	Making synchronous CSCL work: a widget-based learning system with group work support. Educational Media International, 2020, 57, 187-207.	1.7	3
22	Knowledge assessment at the Faculty of Electrical Engineering and Computing. , 2008, , .		2
23	Experiences in implementing and using a technological framework for mobile collaborative learning of mathematics and Chinese. International Journal of Mobile Learning and Organisation, 2012, 6, 79.	0.3	2
24	Exploring the Educational Benefits of Introducing Aspect-Oriented Programming Into a Programming Course. IEEE Transactions on Education, 2013, 56, 217-226.	2.4	2
25	Improving the design of a mCSCL Chinese character forming game with a distributed scaffolding design framework. Research and Practice in Technology Enhanced Learning, 2017, 12, 27.	3.2	2
26	Collaborative learning in AHyCo online learning system. , 0, , .		1
27	A tale of two mobile learning journeys with smartphones and tablets: The interplay of technology and implementation change. , 2015, , .		1
28	Exploring self-directed learning and the role of virtual badges in a mobile social learning platform. International Journal of Mobile Learning and Organisation, 2015, 9, 289.	0.3	1
29	Analyzing heterogeneous learning logs using the iterative convergence method. , 2017, , .		1