

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	Investigating the different facets of student engagement during augmented reality use in primary school. <i>British Journal of Educational Technology</i> , 2022, 53, 1361-1388.	6.3	6
2	Exploring group interactions in synchronous mobile computer-supported learning activities. <i>Computers and Education</i> , 2020, 146, 103735.	8.3	20
3	Making synchronous CSCL work: a widget-based learning system with group work support. <i>Educational Media International</i> , 2020, 57, 187-207.	1.7	3
4	E-book user modelling through learning analytics: the case of learner engagement and reading styles. <i>Interactive Learning Environments</i> , 2019, 27, 754-765.	6.4	13
5	Mobile learning system for enabling collaborative and adaptive pedagogies with modular digital learning contents. <i>Journal of Computers in Education</i> , 2019, 6, 335-362.	8.3	17
6	A review of research on bridging the gap between formal and informal learning with technology in primary school contexts. <i>Journal of Computer Assisted Learning</i> , 2018, 34, 417-428.	5.1	22
7	Examining competitive, collaborative and adaptive gamification in young learners' math learning. <i>Computers and Education</i> , 2018, 125, 444-457.	8.3	133
8	Where Does My Augmented Reality Learning Experience (ARLE) Belong? A Student and Teacher Perspective to Positioning ARLEs. <i>IEEE Transactions on Learning Technologies</i> , 2017, 10, 419-435.	3.2	20
9	Analyzing heterogeneous learning logs using the iterative convergence method. , 2017, , .		1
10	Improving the design of a mCSCL Chinese character forming game with a distributed scaffolding design framework. <i>Research and Practice in Technology Enhanced Learning</i> , 2017, 12, 27.	3.2	2
11	Gamified Digital Math Lessons for Lower Primary School Students. , 2017, , .		9
12	ADAPTIVITY IN SYNCHRONOUS MOBILE COLLABORATIVE LEARNING. <i>EDULEARN Proceedings</i> , 2017, , .	0.0	4
13	The experiences of setting up, developing and implementing a mobile learning project in Croatia: The SCOLLAm project. , 2015, , .		4
14	Preparing augmented reality learning content should be easy: UNED ARLE"an authoring tool for augmented reality learning environments. <i>Computer Applications in Engineering Education</i> , 2015, 23, 778-789.	3.4	37
15	A tale of two mobile learning journeys with smartphones and tablets: The interplay of technology and implementation change. , 2015, , .		1
16	Exploring self-directed learning and the role of virtual badges in a mobile social learning platform. <i>International Journal of Mobile Learning and Organisation</i> , 2015, 9, 289.	0.3	1
17	Usage of a mobile social learning platform with virtual badges in a primary school. <i>Computers and Education</i> , 2015, 86, 120-136.	8.3	154
18	AuGeo: A geolocation-based augmented reality application for vocational geodesy education. , 2014, , .		11

#	ARTICLE	IF	CITATIONS
19	A learning environment for augmented reality mobile learning. , 2014, , .		12
20	Teaching and learning computer science sorting algorithms with mobile devices: A case study. Computer Applications in Engineering Education, 2013, 21, E41.	3.4	42
21	Exploring the Educational Benefits of Introducing Aspect-Oriented Programming Into a Programming Course. IEEE Transactions on Education, 2013, 56, 217-226.	2.4	2
22	Designing Technology for Content-Independent Collaborative Mobile Learning. IEEE Transactions on Learning Technologies, 2013, 6, 14-24.	3.2	35
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	Sortko: Learning Sorting Algorithms with Mobile Devices. , 2012, , .		4
25	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
26	A Blended Learning Approach to Course Design and Implementation. IEEE Transactions on Education, 2009, 52, 19-30.	2.4	229
27	A System Architecture for a Context-aware Blended Mobile Learning Environment. Journal of Computing and Information Technology, 2009, 17, 165.	0.3	13
28	Knowledge assessment at the Faculty of Electrical Engineering and Computing. , 2008, , .		2
29	Collaborative learning in AHyCo online learning system. , 0, , .		1