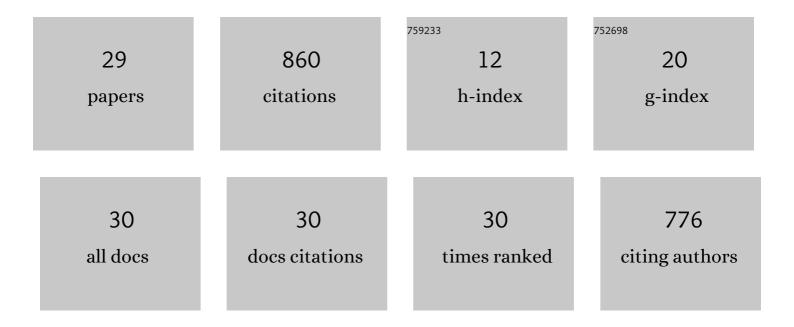
Ivica Boticki

List of Publications by Year in descending order

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IVICA ROTICKI

| # | Article | IF | CITATIONS |
|----|--|-----|-----------|
| 1 | 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 |
| 2 | Exploring group interactions in synchronous mobile computer-supported learning activities. Computers and Education, 2020, 146, 103735. | 8.3 | 20 |
| 3 | Making synchronous CSCL work: a widget-based learning system with group work support. Educational Media International, 2020, 57, 187-207. | 1.7 | 3 |
| 4 | 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 |
| 5 | 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 |
| 6 | 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 |
| 7 | Examining competitive, collaborative and adaptive gamification in young learners' math learning. Computers and Education, 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. IEEE Transactions on Learning Technologies, 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. Research and Practice in Technology Enhanced Learning, 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. EDULEARN Proceedings, 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. Computer Applications in Engineering Education, 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. International Journal of Mobile Learning and Organisation, 2015, 9, 289. | 0.3 | 1 |
| 17 | Usage of a mobile social learning platform with virtual badges in a primary school. Computers and Education, 2015, 86, 120-136. | 8.3 | 154 |
| 18 | AuGeo: A geolocation-based augmented reality application for vocational geodesy education. , 2014, , . | | 11 |

Ινιςα Βοτιςκι

| # | 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 |