

Chronis Kynigos

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5942538/publications.pdf>

Version: 2024-02-01

17
papers

240
citations

1163117

8
h-index

1199594

12
g-index

20
all docs

20
docs citations

20
times ranked

112
citing authors

#	ARTICLE	IF	CITATIONS
1	Charting the microworld territory over time: design and construction in mathematics education. ZDM - International Journal on Mathematics Education, 2010, 42, 63-76.	2.2	38
2	Using half-baked microworlds to challenge teacher educators'™ knowing. International Journal of Computers for Mathematical Learning, 2007, 12, 87-111.	0.6	35
3	Half-Baked Logo Microworlds as Boundary Objects in Integrated Design. Informatics in Education, 2007, 6, 335-358.	2.2	27
4	Constructionism: Theory of Learning or Theory of Design?. , 2015, , 417-438.		21
5	Programming Approaches to Computational Thinking: Integrating Turtle Geometry, Dynamic Manipulation and 3D Space. Informatics in Education, 2018, 17, 321-340.	2.2	20
6	Boundary crossing through in-service online mathematics teacher education: the case of scenarios and half-baked microworlds. ZDM - International Journal on Mathematics Education, 2012, 44, 733-745.	2.2	18
7	Mathematics with Component-Oriented Exploratory Software. International Journal of Computers for Mathematical Learning, 1997, 2, 229-250.	0.6	14
8	Modifying games with ChoiCo: Integrated affordances and engineered bugs for computational thinking. British Journal of Educational Technology, 2020, 51, 2252-2267.	6.3	13
9	Code the mime: A 3D programmable charades game for computational thinking in MaLT2. British Journal of Educational Technology, 2021, 52, 1004-1023.	6.3	13
10	Children's inductive thinking during intrinsic and Euclidean Geometrical activities in a computer programming environment. Educational Studies in Mathematics, 1993, 24, 177-197.	2.8	11
11	Normalising geometrical figures: dynamic manipulation and construction of meanings for ratio and proportion. Research in Mathematics Education, 2009, 11, 149-166.	1.2	7
12	Investigating the Role of Context in Experimental Research Involving the Use of Digital Media for the Learning of Mathematics: Boundary Objects as Vehicles for Integration. International Journal of Computers for Mathematical Learning, 2009, 14, 265-298.	0.6	6
13	Creativity in engineering mathematical models through programming. ZDM - International Journal on Mathematics Education, 0, , 1.	2.2	5
14	Boundary Crossing Creativity in the Design of Digital Resources for Teaching and Learning about Climate Change. Creativity, 2021, 8, 213-235.	0.9	4
15	Mathematical Assemblages Around Dynamic Aspects of Angle in Digital and Physical Space. International Journal of Science and Mathematics Education, 0, , 1.	2.5	2
16	Game Kits. , 2016, , .		1
17	Teachers' designs with the use of digital tools as a means of redefining their relationship with the mathematics curriculum. Teaching Mathematics and Its Applications, 2012, 31, 31-40.	0.8	0