Rebecca Vivian

List of Publications by Year
in descending order

35 papers	784 citations	1478505 6 h-index	1872680 6 g-index
36 all docs	36 docs citations	36 times ranked	512 citing authors

#	Article	IF	Citations
1	Systematic literature review: Self-Regulated Learning strategies using e-learning tools for Computer Science. Computers and Education, 2018, 123, 150-163.	8.3	106
2	Addressing the challenges of a new digital technologies curriculum: MOOCs as a scalable solution for teacher professional development. Research in Learning Technology, 0, 22, .	2.3	90
3	Identifying computer science self-regulated learning strategies. , 2014, , .		83
4	Reflecting on Three Offerings of a Community-Centric MOOC for K-6 Computer Science Teachers. , 2017, , .		42
5	Applying Validated Pedagogy to MOOCs. , 2016, , .		41
6	An International Comparison of K-12 Computer Science Education Intended and Enacted Curricula. , 2019, , .		35
7	A Method to Analyze Computer Science Studentsâ€™ Teamwork in Online Collaborative Learning Environments. ACM Transactions on Computing Education, 2016, 16, 1-28.	3.5	28
8	Increasing the effectiveness of automated assessment by increasing marking granularity and feedback units. , 2014, , .		27
9	Using Learning Analytics to Visualise Computer Science Teamwork. , 2015, , .		27
10	Detecting cognitive engagement using word embeddings within an online teacher professional development community. Computers and Education, 2019, 140, 103594.	8.3	27
11	Collaborative learning and anxiety. , 2013, , .		24
12	An International Study Piloting the MEasuring TeacheR Enacted Computing Curriculum (METRECC) Instrument. , 2019, , .		24
13	A review of Computer Science resources for learning and teaching with K-12 computing curricula: an Australian case study. Computer Science Education, 2015, 25, 390-429.	3.7	22
14	An ecosystem approach to teacher professional development within computer science. Computer Science Education, 2018, 28, 303-344.	3.7	20
15	Analysing computer science students' teamwork role adoption in an online self-organised teamwork activity. , 2013, , .		19
16	Evolution of Software Development Strategies. , 2015, , .		19
17	The academic journey of university students on Facebook: an analysis of informal academic-related activity over a semester. Research in Learning Technology, 0, 22, .	2.3	17
18	Identifying Teachers' Technological Pedagogical Content Knowledge for Computer Science in the Primary Years. , 2019, , .		17

#	Article	IF	Citations
19	A survey of Australian teachers' self-efficacy and assessment approaches for the K-12 digital technologies curriculum. , 2018, , .		16
20	Computer science students' causal attributions for successful and unsuccessful outcomes in programming assignments. , 2013, , .		14
21	The Development of a Dashboard Tool for Visualising Online Teamwork Discussions. , 2015, , .		14
22	An International Pilot Study of K-12 Teachers' Computer Science Self-Esteem. , 2020, , .		10
23	Comparing Programming Self-Esteem of Upper Secondary School Teachers to CS1 Students. , 2021, , .		8
24	Scaffolding the Design Process using Parsons Problems. , 2018, , .		7
25	An International Benchmark Study of K-12 Computer Science Education in Schools. , 2019, , .		7
26	Can everybody learn to code?. , 2014, , .		6
27	Building Consensus: Students' Cognitive and Metacognitive Behaviours during Wiki Construction. , 2013, , .		3
28	Neo-piagetian Forms of Reasoning in Software Development Process Construction. , 2013, , .		3
29	Instructional Framework for CS1 Question Activities. , 2019, , .		3
30	Evaluation and Assessment Needs of Computing Education in Primary Grades. , 2020, , .		3
31	Meaningful Assessment at Scale: Helping Instructors to Assess Online Learning. , 2020, , .		3
32	Supporting Computational Thinking Development in K-6. , 2018, , .		2
33	Directing Teacher Focus in Computer Science Online Learning Environments. , 2018, , .		2
34	Broadening Participation in Computer Science. , 2017, , .		1
35	An Introduction to Conducting Quantitative K-12 Computing Education Research. , 2020, , .		0