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	Comparing Programming Self-Esteem of Upper Secondary School Teachers to CS1 Students. , 2021, , .		8
2	Evaluation and Assessment Needs of Computing Education in Primary Grades. , 2020, , .		3
3	An International Pilot Study of K-12 Teachers' Computer Science Self-Esteem. , 2020, , .		10
4	An Introduction to Conducting Quantitative K-12 Computing Education Research. , 2020, , .		0
5	Meaningful Assessment at Scale: Helping Instructors to Assess Online Learning. , 2020, , .		3
6	Identifying Teachers' Technological Pedagogical Content Knowledge for Computer Science in the Primary Years. , 2019, , .		17
7	Instructional Framework for CS1 Question Activities. , 2019, , .		3
8	An International Benchmark Study of K-12 Computer Science Education in Schools. , 2019, , .		7
9	Detecting cognitive engagement using word embeddings within an online teacher professional development community. Computers and Education, 2019, 140, 103594.	8.3	27
10	An International Study Piloting the MEasuring TeacheR Enacted Computing Curriculum (METRECC) Instrument. , 2019, , .		24
11	An International Comparison of K-12 Computer Science Education Intended and Enacted Curricula. , 2019, , .		35
12	Supporting Computational Thinking Development in K-6. , 2018, , .		2
13	Directing Teacher Focus in Computer Science Online Learning Environments. , 2018, , .		2
14	Scaffolding the Design Process using Parsons Problems. , 2018, , .		7
15	An ecosystem approach to teacher professional development within computer science. Computer Science Education, 2018, 28, 303-344.	3.7	20
16	A survey of Australian teachers' self-efficacy and assessment approaches for the K-12 digital technologies curriculum. , 2018, , .		16
17	Systematic literature review: Self-Regulated Learning strategies using e-learning tools for Computer Science. Computers and Education, 2018, 123, 150-163.	8.3	106
18	Broadening Participation in Computer Science. , 2017, , .		1

#	Article	IF	Citations
19	Reflecting on Three Offerings of a Community-Centric MOOC for K-6 Computer Science Teachers. , 2017, , .		42
20	Applying Validated Pedagogy to MOOCs. , 2016, , .		41
21	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
22	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
23	The Development of a Dashboard Tool for Visualising Online Teamwork Discussions. , 2015, , .		14
24	Evolution of Software Development Strategies. , 2015, , .		19
25	Using Learning Analytics to Visualise Computer Science Teamwork. , 2015, , .		27
26	Can everybody learn to code?. , 2014, , .		6
27	Identifying computer science self-regulated learning strategies. , 2014, , .		83
28	Increasing the effectiveness of automated assessment by increasing marking granularity and feedback units. , 2014, , .		27
29	Building Consensus: Students' Cognitive and Metacognitive Behaviours during Wiki Construction. , 2013, , .		3
30	Analysing computer science students' teamwork role adoption in an online self-organised teamwork activity. , 2013, , .		19
31	Collaborative learning and anxiety. , 2013, , .		24
32	Computer science students' causal attributions for successful and unsuccessful outcomes in programming assignments. , 2013, , .		14
33	Neo-piagetian Forms of Reasoning in Software Development Process Construction. , 2013, , .		3
34	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
35	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