

# Veronica Catete

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6042350/publications.pdf>

Version: 2024-02-01

48  
papers

453  
citations

3311381

1  
h-index

2917675

2  
g-index

48  
all docs

48  
docs citations

48  
times ranked

169  
citing authors

#	ARTICLE	IF	CITATIONS
1	Developing a Rubric for a Creative CS Principles Lab. , 2016, , .		56
2	Use, Modify, Create. , 2019, , .		46
3	PRADA. , 2019, , .		39
4	Factors Influencing Students' Help-Seeking Behavior while Programming with Human and Computer Tutors. , 2017, , .		36
5	Defining Tinkering Behavior in Open-ended Block-based Programming Assignments. , 2019, , .		28
6	A Comparison of the Quality of Data-Driven Programming Hint Generation Algorithms. International Journal of Artificial Intelligence in Education, 2019, 29, 368-395.	5.5	26
7	Code, Connect, Create. , 2020, , .		23
8	Infusing computational thinking into middle grade science classrooms. , 2018, , .		21
9	Lessons Learned from "BJC" CS Principles Professional Development. , 2016, , .		21
10	Effective Computer Science Teacher Professional Development. , 2019, , .		14
11	Use and development of entertainment technologies in after school STEM program. , 2014, , .		10
12	A Field Study of Teachers Using a Curriculum-integrated Digital Game. , 2019, , .		10
13	PlanIT! A New Integrated Tool to Help Novices Design for Open-ended Projects. , 2021, , .		10
14	Position: Scaffolded Coding Activities Afforded by Block-Based Environments. , 2019, , .		9
15	Investigating Different Assignment Designs to Promote Collaboration in Block-Based Environments. , 2020, , .		9
16	Infusing Computing. , 2019, , .		8
17	Application of the Delphi Method in Computer Science Principles Rubric Creation. , 2017, , .		7
18	BJC in action: Comparison of student perceptions of a computer science principles course. , 2015, , .		6

#	ARTICLE	IF	CITATIONS
19	Table tilt. , 2012, , .		5
20	CEO. , 2019, , .		5
21	From 'Use' to 'Choose'. , 2019, , .		5
22	The Virtual Pivot. , 2021, , .		5
23	Infusing Computing: A Scaffolding and Teacher Accessibility Analysis of Computing Lessons Designed by Novices. , 2020, , .		5
24	A Framework for Socially-Relevant Service-Learning Internship Experiences for High School Students. , 2022, , .		5
25	Creation and validation of low-stakes rubrics for K-12 computer science. , 2018, , .		4
26	FIRST Principles to Design for Online, Synchronous High School CS Teacher Training and Curriculum Co-Design. , 2020, , .		4
27	Aligning Theory and Practice in Teacher Professional Development for Computer Science. , 2020, , .		4
28	Promoting Studentsâ€™ Progress-Monitoring Behavior during Block-Based Programming. , 2021, , .		4
29	Exploring Differences Between Student and Teacher Created Snap! Projects. , 2020, , .		3
30	Investigating the Impact of Computing vs Pedagogy Experience in Novices Creation of Computing-Infused Curricula. , 2021, , .		3
31	Exploring and Influencing Teacher Grading for Block-based Programs through Rubrics and the GradeSnap Tool. , 2021, , .		3
32	Poster: Designing GradeSnap for Block-Based Code. , 2020, , .		2
33	The Design and Implementation of a Method for Evaluating and Building Research Practice Partnerships. , 2021, , .		2
34	FLAMES: A Socially Relevant Computing Summer Internship for High School Students. , 2020, , .		2
35	Data-informed curriculum sequences for a curriculum-integrated game. , 2020, , .		2
36	Examining Equity in Computing-Infused Lessons Made by Novices. , 2021, , .		2

#	ARTICLE	IF	CITATIONS
37	Infusing Computing: Moving a Service Oriented Internship Program Online. , 2021, , .		2
38	Building a Virtual Community of Practice: Teacher Learning for Computational Thinking Infusion. TechTrends, 2022, 66, 547-559.	2.3	2
39	Case Studies on the Use of Storyboarding by Novice Programmers. , 2022, , .		2
40	CS outreach to high school enrollment. , 2014, , .		1
41	A Pathway to Strengthening Support for Beauty and Joy of Computing Teachers. , 2017, , .		1
42	Developing a Systemic, Scalable Model to Broaden Participation in Middle School Computer Science. , 2019, , .		1
43	Augmenting introductory computer science classes with GameMaker and mobile apps (abstract only). , 2013, , .		0
44	Making games and apps in introductory computer science (abstract only). , 2014, , .		0
45	Augmenting introductory Computer Science Classes with GameMaker and Mobile Apps (Abstract Only). , 2015, , .		0
46	Bridge to Computing: An outreach program for at-risk young men. , 2020, , .		0
47	Creating a School-wide CS/CT-focused STEM Ecosystem to Address Access Barriers. , 2020, , .		0
48	A block-based modeling curriculum for teaching middle grade science students about Covid-19. , 2020, , .		0