

Ole Sejer Iversen

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6250416/publications.pdf>

Version: 2024-02-01

14
papers

562
citations

1039406

9
h-index

1372195

10
g-index

15
all docs

15
docs citations

15
times ranked

392
citing authors

#	ARTICLE	IF	CITATIONS
1	Digital Design Literacy in K-9 Education: Experiences from Pioneer Teachers. , 2021, , .		7
2	Cultivating Creativity in Computing Education: A Missed Opportunity?. , 2021, , 89-113.		0
3	In Pursuit of Inclusive and Diverse Digital Futures: Exploring the Potential of Design Fiction in Education of Children. , 2021, , 219-248.		7
4	Computational empowerment: participatory design in education. CoDesign, 2020, 16, 66-80.	1.4	53
5	When Participatory Design Becomes Policy: Technology Comprehension in Danish Education. , 2020, , .		13
6	Understanding design literacy in middle-school education: assessing students' stances towards inquiry. International Journal of Technology and Design Education, 2019, 29, 633-654.	1.7	12
7	FUBImethod: Strategies to engage children in the co-design of Full-Body interactive experiences. International Journal of Human Computer Studies, 2019, 132, 52-69.	3.7	14
8	Articulations on form properties and action-function couplings of maker technologies in children's education. Entertainment Computing, 2017, 18, 41-54.	1.8	8
9	Impediments to Digital Fabrication in Education. International Journal of Digital Literacy and Digital Competence, 2016, 7, 33-49.	0.1	33
10	Educating the Reflective Educator. , 2016, , .		29
11	Towards a formal assessment of design literacy: Analyzing K-12 students' stance towards inquiry. Design Studies, 2016, 46, 125-151.	1.9	25
12	Design thinking for digital fabrication in education. International Journal of Child-Computer Interaction, 2015, 5, 20-28.	2.5	140
13	In pursuit of rigour and accountability in participatory design. International Journal of Human Computer Studies, 2015, 74, 93-106.	3.7	158
14	A Utopian agenda in child-computer interaction. International Journal of Child-Computer Interaction, 2013, 1, 24-29.	2.5	26