Marina Papastergiou

List of Publications by Year
in descending order

24 papers	2,138 citations	687363 13 h-index	677142 22 g-index
25 all docs	25 docs citations	25 times ranked	1925 citing authors

#	Article	IF	Citations
1	Digital Game-Based Learning in high school Computer Science education: Impact on educational effectiveness and student motivation. Computers and Education, 2009, 52, 1-12.	8.3	1,091
2	Exploring the potential of computer and video games for health and physical education: A literature review. Computers and Education, 2009, 53, 603-622.	8.3	407
3	Are Computer Science and Information Technology still masculine fields? High school students' perceptions and career choices. Computers and Education, 2008, 51, 594-608.	8.3	130
4	Gender issues in Internet access and favourite Internet activities among Greek high school pupils inside and outside school. Computers and Education, 2005, 44, 377-393.	8.3	112
5	The impact of an exergame-based intervention on children's fundamental motor skills. Computers and Education, 2015, 83, 90-102.	8.3	93
6	Enhancing Physical Education and Sport Science students' self-efficacy and attitudes regarding Information and Communication Technologies through a computer literacy course. Computers and Education, 2010, 54, 298-308.	8.3	74
7	Multimedia blogging in physical education: Effects on student knowledge and ICT self-efficacy. Computers and Education, 2011, 57, 1998-2010.	8.3	49
8	Students' Mental Models of the Internet and Their Didactical Exploitation in Informatics Education. Education and Information Technologies, 2005, 10, 341-360.	5.7	46
9	Design and evaluation of a computer game for the learning of Information and Communication Technologies (ICT) concepts by physical education and sport science students. Education and Information Technologies, 2013, 18, 531-554.	5.7	19
10	Can learning of basketball be enhanced through a web-based multimedia course? An experimental study. Education and Information Technologies, 2013, 18, 459-478.	5.7	17
11	Introducing tablets and a mobile fitness application into primary school physical education. Education and Information Technologies, 2021, 26, 799-816.	5.7	16
12	Online Computer Games as Collaborative Learning Environments: Prospects and Challenges for Tertiary Education. Journal of Educational Technology Systems, 2008, 37, 19-38.	5.8	15
13	Learning to design and implement educational web sites within pre-service training: a project-based learning environment and its impact on student teachers. Learning, Media and Technology, 2005, 30, 263-279.	3.2	14
14	Design, development and evaluation of open interactive learning objects for secondary school physical education. Education and Information Technologies, 2021, 26, 2981-3007.	5.7	12
15	Physical education and sport science undergraduate students as multimedia and web developers: Moving from the user's to the creator's perspective. Education and Information Technologies, 2011, 16, 281-299.	5.7	8
16	Use of a Course Management System Based on Claroline to Support a Social Constructivist Inspired Course: A Greek case study. Educational Media International, 2007, 44, 43-59.	1.7	7
17	Examining the potential of web-based multimedia to support complex fine motor skill learning: An empirical study. Education and Information Technologies, 2014, 19, 817-839.	5.7	7
18	Effects of student participation in an online learning community on environmental education: a Greek case study. Technology, Pedagogy and Education, 2011, 20, 127-142.	5.4	6

#	Article	IF	Citations
19	Psychometric evaluation of the Rosenberg Self-Esteem Scale in primary school students with mild intellectual disability: First evidence. Research in Developmental Disabilities, 2021, 114, 103964.	2.2	4
20	Effects of a project based on mobile applications, exergames and a web 2.0 social learning platform on students' physical activity and nutritional criteria in the era of COVID 19. Educational Media International, 2021, 58, 297-316.	1.7	4
21	Mobile Games in Computer Science Education: Current State and Proposal of a Mobile Game Design that Incorporates Physical Activity. , 2018, , 243-255.		3
22	Student perceptions in the design of a computer card game for learning computer literacy issues: a case study. Education and Information Technologies, 2016, 21, 837-862.	5.7	2
23	The presence, enjoyment, mood experience, attitude and preference towards exergames scale in children with mild intellectual disability. Sport Sciences for Health, 0, , 1.	1.3	1
24	Introducing non-computer science undergraduates to Web development. SIGCSE Bulletin, 2003, 35, 231-231.	0.1	0