

Marina Papastergiou

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6262441/publications.pdf>

Version: 2024-02-01

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 | Introducing tablets and a mobile fitness application into primary school physical education. <i>Education and Information Technologies</i> , 2021, 26, 799-816. | 5.7 | 16 |
| 2 | Design, development and evaluation of open interactive learning objects for secondary school physical education. <i>Education and Information Technologies</i> , 2021, 26, 2981-3007. | 5.7 | 12 |
| 3 | Psychometric evaluation of the Rosenberg Self-Esteem Scale in primary school students with mild intellectual disability: First evidence. <i>Research in Developmental Disabilities</i> , 2021, 114, 103964. | 2.2 | 4 |
| 4 | 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. <i>Educational Media International</i> , 2021, 58, 297-316. | 1.7 | 4 |
| 5 | Mobile Games in Computer Science Education: Current State and Proposal of a Mobile Game Design that Incorporates Physical Activity. , 2018, , 243-255. | | 3 |
| 6 | Student perceptions in the design of a computer card game for learning computer literacy issues: a case study. <i>Education and Information Technologies</i> , 2016, 21, 837-862. | 5.7 | 2 |
| 7 | The impact of an exergame-based intervention on children's fundamental motor skills. <i>Computers and Education</i> , 2015, 83, 90-102. | 8.3 | 93 |
| 8 | Examining the potential of web-based multimedia to support complex fine motor skill learning: An empirical study. <i>Education and Information Technologies</i> , 2014, 19, 817-839. | 5.7 | 7 |
| 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. <i>Education and Information Technologies</i> , 2013, 18, 531-554. | 5.7 | 19 |
| 10 | Can learning of basketball be enhanced through a web-based multimedia course? An experimental study. <i>Education and Information Technologies</i> , 2013, 18, 459-478. | 5.7 | 17 |
| 11 | Multimedia blogging in physical education: Effects on student knowledge and ICT self-efficacy. <i>Computers and Education</i> , 2011, 57, 1998-2010. | 8.3 | 49 |
| 12 | Physical education and sport science undergraduate students as multimedia and web developers: Moving from the user's to the creator's perspective. <i>Education and Information Technologies</i> , 2011, 16, 281-299. | 5.7 | 8 |
| 13 | Effects of student participation in an online learning community on environmental education: a Greek case study. <i>Technology, Pedagogy and Education</i> , 2011, 20, 127-142. | 5.4 | 6 |
| 14 | Enhancing Physical Education and Sport Science students' self-efficacy and attitudes regarding Information and Communication Technologies through a computer literacy course. <i>Computers and Education</i> , 2010, 54, 298-308. | 8.3 | 74 |
| 15 | Digital Game-Based Learning in high school Computer Science education: Impact on educational effectiveness and student motivation. <i>Computers and Education</i> , 2009, 52, 1-12. | 8.3 | 1,091 |
| 16 | Exploring the potential of computer and video games for health and physical education: A literature review. <i>Computers and Education</i> , 2009, 53, 603-622. | 8.3 | 407 |
| 17 | Are Computer Science and Information Technology still masculine fields? High school students' perceptions and career choices. <i>Computers and Education</i> , 2008, 51, 594-608. | 8.3 | 130 |
| 18 | Online Computer Games as Collaborative Learning Environments: Prospects and Challenges for Tertiary Education. <i>Journal of Educational Technology Systems</i> , 2008, 37, 19-38. | 5.8 | 15 |

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 19 | 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 |
| 20 | Students'™ Mental Models of the Internet and Their Didactical Exploitation in Informatics Education. Education and Information Technologies, 2005, 10, 341-360. | 5.7 | 46 |
| 21 | 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 |
| 22 | 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 |
| 23 | Introducing non-computer science undergraduates to Web development. SIGCSE Bulletin, 2003, 35, 231-231. | 0.1 | 0 |
| 24 | 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 |