Noa Ragonis

List of Publications by Year
in descending order

		1478505	1058476
41 papers	329 citations	6 h-index	14 g-index
46 all docs	46 docs citations	46 times ranked	128 citing authors

#	Article	IF	Citations
1	A long-term investigation of the comprehension of OOP concepts by novices. Computer Science Education, 2005, 15, 203-221.	3.7	131
2	On understanding the statics and dynamics of object-oriented programs. SIGCSE Bulletin, 2005, 37, 226-230.	0.1	38
3	Disciplinary-Pedagogical Teacher Preparation for Pre-service Computer Science Teachers: Rational and Implementation. Lecture Notes in Computer Science, 2008, , 253-264.	1.3	21
4	How to establish a computer science teacher preparation program at your university?. ACM Inroads, 2010, 1, 35-39.	0.6	13
5	A tutoring model for promoting the pedagogical–disciplinary skills of prospective teachers. Mentoring and Tutoring: Partnership in Learning, 2009, 17, 67-82.	1.4	10
6	Guide to Teaching Computer Science. , 2020, , .		10
7	Tutoring model for promoting teaching skills of computer science prospective teachers. , 2008, , .		8
8	Fuzzy OOP. , 2012, , .		8
9	Integrating the teaching of algorithmic patterns into computer science teacher preparation programs. , 2012, , .		8
10	An integrative conceptual model of innovation and innovative thinking based on a synthesis of a literature review. Thinking Skills and Creativity, 2021, 40, 100824.	3.5	8
11	STEM teaching as an additional profession for scientists and engineers. , 2014, , .		7
12	A pedagogical approach to discussing fundamental object-oriented programming principles using the ADT *SET*. ACM Inroads, 2010, 1, 42-52.	0.6	6
13	On the (Mis) Understanding of the "this" Reference. , 2017, , .		6
14	The validity and reliability of a tool for measuring educational innovative thinking competencies. Teaching and Teacher Education, 2021, 97, 103193.	3.2	6
15	A multi-level distance learning-based course for high-school computer science leading-teachers. SIGCSE Bulletin, 2003, , .	0.1	5
16	Analogies Between Logic Programming and Linguistics For Developing Students' Understanding of Argumentation Texts. Journal of Information Technology Education:Research, 0, 17, 549-575.	0.0	5
17	Understanding the "this" reference in object oriented programming: Misconceptions, conceptions, and teaching recommendations. Education and Information Technologies, 2021, 26, 733-762.	5.7	4
18	So Different Though So Similar? – Or Vice Versa? Exploration of the Logic Programming and the Object-Oriented Programming Paradigms. Issues in Informing Science and Information Technology, 0, 7, 393-402.	0.0	4

#	Article	IF	Citations
19	What is it we are asking. , 2013, , .		3
20	Drawing Analogies between Logic Programming and Natural Language Argumentation Texts to Scaffold Learnersâ€™ Understanding. Journal of Information Technology Education:Research, 0, 13, 073-089.	0.0	3
21	Computational Thinking. , 2020, , 57-74.		3
22	Preparation of high school computer science teachers. SIGCSE Bulletin, 2009, 41, 269-270.	0.1	2
23	Pre-service Computer Science Teacher Training within the Professional Development School (PDS) Collaboration Framework. Lecture Notes in Computer Science, 2011, , 106-116.	1.3	2
24	Teaching Methods in Computer Science Education. , 2020, , 181-220.		2
25	Lab-Based Teaching. , 2020, , 221-249.		2
26	Data Science and Computer Science Education. , 2020, , 95-117.		2
27	Development, implementation and evaluation of a course in expert systems for high-school students (poster). SIGCSE Bulletin, 1998, 30, 300.	0.1	1
28	A new approach to high-order cognitive skills in linguistics: problem-solving inference in similarity to computer science. Journal of Further and Higher Education, 2019, 43, 333-346.	2.5	1
29	Design of Methods of Teaching Computer Science Courses. , 2020, , 321-348.		1
30	Studentsâ€™ Awareness and Embracement of Soft Skills by Learning and Practicing Teamwork. Journal of Information Technology Education: Innovations in Practice, 0, 19, 185-201.	0.0	1
31	Active Learning and the Active-Learning-Based Teaching Model. , 2020, , 21-29.		1
32	Research in Computer Science Education. , 2020, , 119-142.		0
33	Learnersâ€™ Alternative Conceptions. , 2020, , 169-180.		0
34	Problem-Solving Strategies. , 2020, , 143-168.		0
35	Getting Experience in Computer Science Education. , 2020, , 349-369.		0
36	Teaching Planning. , 2020, , 305-319.		0

#	ARTICLE	IF	CITATIONS
37	Computer Science Soft Concepts and Soft Skills. , 2020, , 75-93.		0
38	Types of Questions in Computer Science Education. , 2020, , 251-277.		0
39	Introduction: What Is This Guide About?. , 2020, , 1-19.		0
40	Overview of the Discipline of Computer Science. , 2020, , 31-55.		0
41	High School Computer Science Teacher Preparation Programs. , 2020, , 371-392.		0