

# George Palaigeorgiou

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6310837/publications.pdf>

Version: 2024-02-01

15  
papers

287  
citations

1307594

7  
h-index

1125743

13  
g-index

17  
all docs

17  
docs citations

17  
times ranked

188  
citing authors

#	ARTICLE	IF	CITATIONS
1	Computer based testing using "digital ink": Participatory design of a Tablet PC based assessment application for secondary education. <i>Computers and Education</i> , 2009, 52, 811-819.	8.3	56
2	A systematic literature review of mixed reality environments in K-12 education. <i>Education and Information Technologies</i> , 2020, 25, 2481-2520.	5.7	54
3	Designing educational software with students through collaborative design games: The WeDesign&Play framework. <i>Computers and Education</i> , 2011, 56, 227-242.	8.3	47
4	Learning with Drones: Flying Windows for Classroom Virtual Field Trips. , 2017, , .		20
5	Fictional characters in participatory design sessions: Introducing the "design alter egos" technique. <i>Interacting With Computers</i> , 2010, 22, 165-175.	1.5	17
6	Benefits, barriers and prerequisites for Web 2.0 learning activities in the classroom. <i>Interactive Technology and Smart Education</i> , 2016, 13, 2-18.	5.6	17
7	What if undergraduate students designed their own web learning environment? Exploring students' web 2.0 mentality through participatory design. <i>Journal of Computer Assisted Learning</i> , 2011, 27, 146-159.	5.1	15
8	Promoting self-paced learning in the elementary classroom with interactive video, an online course platform and tablets. <i>Education and Information Technologies</i> , 2019, 24, 805-823.	5.7	13
9	Interactive Video for Learning: A Review of Interaction Types, Commercial Platforms, and Design Guidelines. <i>Communications in Computer and Information Science</i> , 2019, , 503-518.	0.5	9
10	Promoting Historical Thinking in Schools through Low Fidelity, Low-Cost, Easily Reproducible, Tangible and Embodied Interactions. <i>International Journal of Emerging Technologies in Learning</i> , 2018, 13, 67.	1.3	8
11	FingerTrips: Learning Geography through Tangible Finger Trips into 3D Augmented Maps. , 2017, , .		7
12	Orchestrating tangible music interfaces for in-classroom music learning through a fairy tale: The case of ImproviSchool. <i>Education and Information Technologies</i> , 2018, 23, 373-392.	5.7	7
13	Touching and traveling on 3D augmented tangible maps for learning geography. <i>Interactive Technology and Smart Education</i> , 2018, 15, 279-290.	5.6	7
14	Dynamic interactive number lines for fraction learning in a mixed reality environment. , 2018, , .		6
15	Computational Estimation in the Classroom with Tablets, Interactive Selfie Video and Self-regulated Learning. <i>Advances in Intelligent Systems and Computing</i> , 2018, , 860-871.	0.6	3