George Palaigeorgiou

List of Publications by Year
in descending order

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