

# George Koutromanos

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6483474/publications.pdf>

Version: 2024-02-01

22  
papers

281  
citations

1683354

5  
h-index

1473754

9  
g-index

23  
all docs

23  
docs citations

23  
times ranked

202  
citing authors

#	ARTICLE	IF	CITATIONS
1	The use of augmented reality games in education: a review of the literature. Educational Media International, 2015, 52, 253-271.	0.9	89
2	The use of mobile games in formal and informal learning environments: a review of the literature. Educational Media International, 2014, 51, 49-65.	0.9	49
3	Student teachers' perceptions about the impact of internet usage on their learning and jobs. Computers and Education, 2013, 62, 1-7.	5.1	37
4	Student and in-service teachers' acceptance of spatial hypermedia in their teaching: The case of HyperSea. Education and Information Technologies, 2015, 20, 559-578.	3.5	21
5	"The buildings speak about our city": A location based augmented reality game. , 2015, , .		17
6	Mobile Augmented Reality Applications in Teaching: A Proposed Technology Acceptance Model. , 2021, , .		17
7	Augmented Reality Books: What Student Teachers Believe About Their Use in Teaching. , 2021, , 75-91.		9
8	Evaluation of an Augmented Reality Game for Environmental Education: "Save Elli, Save the Environment", 2018, , 231-241.		8
9	Factors influencing student and in-service teachers' satisfaction and intention to use a user-participatory cultural heritage platform. Journal of Computers in Education, 2020, 7, 333-371.	5.0	7
10	Augmented Reality Smart Glasses in Education: Teachers' Perceptions Regarding the Factors that Influence Their Use in the Classroom. Lecture Notes in Networks and Systems, 2022, , 145-155.	0.5	6
11	Exploring the Educational Affordances of Augmented Reality for Pupils with Moderate Learning Difficulties. , 2020, , .		5
12	Educational Robotics in Primary Education. Advances in Educational Technologies and Instructional Design Book Series, 2021, , 377-401.	0.2	4
13	Educational Robotics in Primary Education. , 2022, , 782-806.		4
14	"Clavis Aurea": An augmented Reality Game for the Teaching of Local History. European Journal of Engineering Research and Science, 0, , .	0.3	3
15	ASTRONOMY IN EDUCATION: SIMULATING SPACE RESEARCH EXPERIMENT IN THE CLASSROOM BY WRITING COMPUTER CODES. , 2019, , .		2
16	Primary School Students' Perceptions About the Use of Mobile Games in the Classroom. Advances in Educational Technologies and Instructional Design Book Series, 2020, , 230-250.	0.2	2
17	Developing Pre-Service Teachers' STEM Skills With Raspberry Pi Activities. Advances in Educational Technologies and Instructional Design Book Series, 2021, , 327-351.	0.2	0
18	Developing Pre-Service Teachers' STEM Skills With Raspberry Pi Activities. , 2022, , 442-466.		0

#	ARTICLE	IF	CITATIONS
19	Social Presence, Satisfaction, and Learning Outcomes in an Undergraduate Computer Programming Distance Course. Communications in Computer and Information Science, 2021, , 301-312.	0.4	0
20	IN SERVICE TEACHERS' BELIEFS ABOUT CRITICAL HERITAGES: THE CASE OF COHERES™ EUROCRAFT SERIOUS GAME. , 2019, , .		0
21	Primary School Students' Perceptions About the Use of Mobile Games in the Classroom. , 2022, , 102-122.		0
22	Digital Narrative as an Educational Tool for Cultural Heritage Teaching. Advances in Human and Social Aspects of Technology Book Series, 2022, , 117-141.	0.3	0