

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	Educational Robotics in Primary Education. , 2022, , 782-806.		4
2	Developing Pre-Service Teachers' STEM Skills With Raspberry Pi Activities. , 2022, , 442-466.		0
3	Primary School Students' Perceptions About the Use of Mobile Games in the Classroom. , 2022, , 102-122.		0
4	Augmented Reality Smart Glasses in Education: Teachersâ€™ Perceptions Regarding the Factors that Influence Their Use in the Classroom. Lecture Notes in Networks and Systems, 2022, , 145-155.	0.5	6
5	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
6	Augmented Reality Books: What Student Teachers Believe About Their Use in Teaching. , 2021, , 75-91.		9
7	Educational Robotics in Primary Education. Advances in Educational Technologies and Instructional Design Book Series, 2021, , 377-401.	0.2	4
8	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
9	Mobile Augmented Reality Applications in Teaching: A Proposed Technology Acceptance Model. , 2021, , .		17
10	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
11	Factors influencing student and in-service teachersâ€™ satisfaction and intention to use a user-participatory cultural heritage platform. Journal of Computers in Education, 2020, 7, 333-371.	5.0	7
12	Exploring the Educational Affordances of Augmented Reality for Pupils with Moderate Learning Difficulties. , 2020, , .		5
13	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
14	ASTRONOMY IN EDUCATION: SIMULATING SPACE RESEARCH EXPERIMENT IN THE CLASSROOM BY WRITING COMPUTER CODES. , 2019, , .		2
15	IN SERVICE TEACHERS' BELIEFS ABOUT CRITICAL HERITAGES: THE CASE OF COHERESâ€™ EURO-CRAFT SERIOUS GAME. , 2019, , .		0
16	Evaluation of an Augmented Reality Game for Environmental Education: "Save Elli, Save the Environment" , 2018, , 231-241.		8
17	The use of augmented reality games in education: a review of the literature. Educational Media International, 2015, 52, 253-271.	0.9	89
18	"The buildings speak about our city": A location based augmented reality game. , 2015, , .		17

#	ARTICLE	IF	CITATIONS
19	Student and in-service teachers' acceptance of spatial hypermedia in their teaching: The case of HyperSea. <i>Education and Information Technologies</i> , 2015, 20, 559-578.	3.5	21
20	The use of mobile games in formal and informal learning environments: a review of the literature. <i>Educational Media International</i> , 2014, 51, 49-65.	0.9	49
21	Student teachers' perceptions about the impact of internet usage on their learning and jobs. <i>Computers and Education</i> , 2013, 62, 1-7.	5.1	37
22	«Clavis Aurea»: An augmented Reality Game for the Teaching of Local History. <i>European Journal of Engineering Research and Science</i> , 0, , .	0.3	3