Orit Hazzan

List of Publications by Year
in descending order

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64	851	516681 16	526264 27
papers	citations	h-index	g-index

67	67	67	329
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	From teacher professional development to teacher personal-professional growth: the case of expert STEM teachers. Teacher Development, 2022, 26, 299-316.	0.7	2
2	MACHINE LEARNING FOR NON-MAJORS: A WHITE BOX APPROACH. Statistics Education Research Journal, 2022, 21, 10.	0.8	6
3	Discovering an organisational paradox: the reductionâ€“expansion perceptions in a police training organisation. Police Practice and Research, 2021, 22, 443-459.	1.5	0
4	Exponential Competence of Computer Science and Software Engineering Undergraduate Students. , 2021, , .		1
5	Guide to Teaching Computer Science. , 2020, , .		10
6	Teaching Methods in Computer Science Education. , 2020, , 181-220.		2
7	Research in Computer Science Education. , 2020, , 119-142.		0
8	Design of Methods of Teaching Computer Science Courses. , 2020, , 321-348.		1
9	Learnersâ€™ Alternative Conceptions. , 2020, , 169-180.		0
10	Problem-Solving Strategies. , 2020, , 143-168.		0
11	Getting Experience in Computer Science Education. , 2020, , 349-369.		0
12	Teaching Planning. , 2020, , 305-319.		0
13	Lab-Based Teaching. , 2020, , 221-249.		2
14	Computational Thinking. , 2020, , 57-74.		3
15	Computer Science Soft Concepts and Soft Skills. , 2020, , 75-93.		0
16	Types of Questions in Computer Science Education. , 2020, , 251-277.		0
17	Data Science and Computer Science Education. , 2020, , 95-117.		2
18	Introduction: What Is This Guide About?. , 2020, , 1-19.		0

#	Article	IF	Citations
19	Overview of the Discipline of Computer Science. , 2020, , 31-55.		0
20	High School Computer Science Teacher Preparation Programs. , 2020, , 371-392.		0
21	Active Learning and the Active-Learning-Based Teaching Model. , 2020, , 21-29.		1
22	Agile Exponential Software Organizations. , 2019, , .		1
23	A Biomimicry Perspective at Agile Software Exponential Organizations. , 2019, , .		0
24	What Are Computer Science Educators Interested In? The Case of SIGCSE Conferences. Lecture Notes in Computer Science, 2019, , 28-40.	1.3	0
25	STEM Teaching as an Additional Profession for Scientists and Engineers: The Case of Mathematics Education Track of Views. Series on Mathematical Education, 2018, , 251-258.	0.0	0
26	What do police academy instructors and STEM teachers have in common? The Mission Paradox. Cogent Education, 2016, 3, 1218817.	1.5	1
27	STEM teaching as an additional profession for scientists and engineers. , 2014, , .		7
28	Teaching and learning computer science soft skills using soft skills. , 2014, , .		16
29	Teaching computer science soft skills as soft concepts. , 2013, , .		19
30	Software Governance Using Retrospectives: A Case Study. , 2012, , .		2
31	Mind the (gender) gap. ACM Inroads, 2011, 2, 64-70.	0.6	18
32	How to establish a computer science teacher preparation program at your university?. ACM Inroads, 2010, 1, 35-39.	0.6	13
33	Didactic transposition in computer science education. ACM Inroads, 2010, 1, 33-37.	0.6	7
34	An Agile Constructionist Mentoring Methodology for Software Projects in the High School. ACM Transactions on Computing Education, 2010, 9, 1-29.	3.5	23
35	Putting Human Aspects of Software Engineering in University Curricula. IEEE Software, 2010, 27, 90-91.	1.8	5
36	A tutoring model for promoting the pedagogicalâ€disciplinary skills of prospective teachers. Mentoring and Tutoring: Partnership in Learning, 2009, 17, 67-82.	1.4	10

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37	Intuitive vs analytical thinking: four perspectives. Educational Studies in Mathematics, 2009, 71, 263-278.	2.8	46
38	Knowledge management in practice: The case of agile software development. , 2009, , .		31
39	A model for high school computer science education. SIGCSE Bulletin, 2008, 40, 281-285.	0.1	23
40	Reflections on teaching abstraction and other soft ideas. SIGCSE Bulletin, 2008, 40, 40-43.	0.1	34
41	Tutoring model for promoting teaching skills of computer science prospective teachers. , 2008, , .		8
42	Disciplinary-Pedagogical Teacher Preparation for Pre-service Computer Science Teachers: Rational and Implementation. Lecture Notes in Computer Science, 2008, , 253-264.	1.3	21
43	Students' understanding of computer science soft ideas. SIGCSE Bulletin, 2007, 39, 65-69.	0.1	16
44	The Software Engineering Timeline: A Time Management Perspective. , 2007, , .		5
45	The Software Engineering Timeline: A Time Management Perspective. , 2007, , .		0
46	A Regional Knowledge-Building ICT Educational Community. , 2006, , .		0
47	Reductive thinking in computer science. Computer Science Education, 2006, 16, 281-301.	3.7	19
48	Social issues of Computer Science in the "Methods of Teaching Computer Science in the High School" course. SIGCSE Bulletin, 2006, 38, 72-75.	0.1	13
49	The Rationality Debate: Application of Cognitive Psychology to Mathematics Education. Educational Studies in Mathematics, 2006, 62, 105-126.	2.8	73
50	Similarities and Differences in the Academic Education of Software Engineering and Architectural Design Professionals. International Journal of Technology and Design Education, 2006, 16, 285-306.	2.6	4
51	Reducing Abstraction: The Case of School Mathematics. Educational Studies in Mathematics, 2005, 58, 101-119.	2.8	30
52	Song debugging. SIGCSE Bulletin, 2005, 37, 79-83.	0.1	20
53	A framework for teaching software development methods. Computer Science Education, 2005, 15, 275-296.	3.7	44
54	Construction of a professional perception in the "methods of teaching computer science" course. SIGCSE Bulletin, 2004, 36, 57-61.	0.1	24

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55	The practicum in computer science education. SIGCSE Bulletin, 2004, 36, 47-51.	0.1	22
56	Mental constructions and constructions of web sites: learner and teacher points of view. British Journal of Educational Technology, 2004, 35, 323-344.	6.3	2
57	Human Aspects of Software Engineering: The Case of Extreme Programming. Lecture Notes in Computer Science, 2004, , 303-311.	1.3	18
58	Methods of teaching a computer science course for prospective teachers. SIGCSE Bulletin, 2003, 35, 29-34.	0.1	42
59	Computer science students' conception of the relationship between reward (grade) and cooperation. SIGCSE Bulletin, 2003, , .	0.1	9
60	On the presentation of computer science problems. SIGCSE Bulletin, 2001, 33, 55-58.	0.1	3
61	IT in higher education: why is it so hard and why there is still hope after all?. British Journal of Educational Technology, 2000, 31, 243-245.	6.3	3
62	Reducing Abstraction Level When Learning Abstract Algebra Concepts. Educational Studies in Mathematics, 1999, 40, 71-90.	2.8	138
63	The World According to Johnny; A Coping Perspective in Mathematics Education. Educational Studies in Mathematics, 1997, 32, 265-292.	2.8	27
64	Revealing the Faces of Abstraction. International Journal of Computers for Mathematical Learning, 1997, 2, 217-228.	0.6	14