

Karel Kreijns

List of Publications by Year in descending order

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Version: 2024-02-01

47
papers

3,136
citations

304368

22
h-index

223531

46
g-index

48
all docs

48
docs citations

48
times ranked

2240
citing authors

#	ARTICLE	IF	CITATIONS
1	Identifying the pitfalls for social interaction in computer-supported collaborative learning environments: a review of the research. <i>Computers in Human Behavior</i> , 2003, 19, 335-353.	5.1	1,058
2	Designing electronic collaborative learning environments. <i>Educational Technology Research and Development</i> , 2004, 52, 47-66.	2.0	313
3	Measuring perceived sociability of computer-supported collaborative learning environments. <i>Computers and Education</i> , 2007, 49, 176-192.	5.1	207
4	Social Aspects of CSCL Environments: A Research Framework. <i>Educational Psychologist</i> , 2013, 48, 229-242.	4.7	156
5	What stimulates teachers to integrate ICT in their pedagogical practices? The use of digital learning materials in education. <i>Computers in Human Behavior</i> , 2013, 29, 217-225.	5.1	152
6	Determining Sociability, Social Space, and Social Presence in (A)synchronous Collaborative Groups. <i>Cyberpsychology, Behavior and Social Networking</i> , 2004, 7, 155-172.	2.2	151
7	Refining success and dropout in massive open online courses based on the intention-behavior gap. <i>Distance Education</i> , 2017, 38, 353-368.	2.5	115
8	Community of Inquiry: Social Presence Revisited. <i>E-Learning and Digital Media</i> , 2014, 11, 5-18.	1.5	77
9	Adopting the Integrative Model of Behaviour Prediction to explain teachers' willingness to use ICT: a perspective for research on teachers' ICT usage in pedagogical practices. <i>Technology, Pedagogy and Education</i> , 2013, 22, 55-71.	3.3	74
10	Social Presence: Conceptualization and Measurement. <i>Educational Psychology Review</i> , 2022, 34, 139-170.	5.1	62
11	Measuring perceived social presence in distributed learning groups. <i>Education and Information Technologies</i> , 2011, 16, 365-381.	3.5	60
12	The role of knowledge sharing self-efficacy in sharing Open Educational Resources. <i>Computers in Human Behavior</i> , 2014, 39, 136-144.	5.1	57
13	Why teachers use digital learning materials: The role of self-efficacy, subjective norm and attitude. <i>Education and Information Technologies</i> , 2013, 18, 495-514.	3.5	52
14	Does digital competence and occupational setting influence MOOC participation? Evidence from a cross-course survey. <i>Journal of Computing in Higher Education</i> , 2017, 29, 28-46.	3.9	51
15	Who is taking MOOCs for teachers' professional development on the use of ICT? A cross-sectional study from Spain. <i>Technology, Pedagogy and Education</i> , 2018, 27, 607-624.	3.3	43
16	Measuring perceived quality of social space in distributed learning groups. <i>Computers in Human Behavior</i> , 2004, 20, 607-632.	5.1	42
17	The design and validation of an instrument to measure teachers' professional development at work. <i>Studies in Continuing Education</i> , 2016, 38, 162-178.	1.2	37
18	An Organizational and Task Perspective Model Aimed at Enhancing Teachers' Professional Development and Occupational Expertise. <i>Human Resource Development Review</i> , 2011, 10, 151-179.	1.8	33

#	ARTICLE	IF	CITATIONS
19	Predicting teachers'™ use of digital learning materials: combining self-determination theory and the integrative model of behaviour prediction. <i>European Journal of Teacher Education</i> , 2014, 37, 465-478.	2.2	30
20	The role of transformative leadership, ICT'infrastructure and learning climate in teachers' use of digital learning materials during their classes. <i>British Journal of Educational Technology</i> , 2017, 48, 1427-1440.	3.9	27
21	Eliciting the challenges and opportunities organizations face when delivering open online education: A group-concept mapping study. <i>Internet and Higher Education</i> , 2018, 36, 1-12.	4.2	27
22	Factors influencing the pursuit of personal learning goals in MOOCs. <i>Distance Education</i> , 2019, 40, 187-204.	2.5	23
23	Transformational leadership, leader'™ member exchange and school learning climate: Impact on teachers'™ innovative behaviour in the Netherlands. <i>Educational Management Administration and Leadership</i> , 2022, 50, 491-510.	2.2	22
24	Get Gamification of MOOC right!. <i>International Journal of Serious Games</i> , 2018, 5, 61-78.	0.8	22
25	Does transformational leadership encourage teachers'™ use of digital learning materials. <i>Educational Management Administration and Leadership</i> , 2015, 43, 1006-1025.	2.2	19
26	Setting-up a European Cross-Provider Data Collection on Open Online Courses. <i>International Review of Research in Open and Distance Learning</i> , 2015, 16, .	1.0	18
27	Putting yourself in someone else's shoes: The impact of a location-based, collaborative role-playing game on behaviour. <i>Computers and Education</i> , 2015, 85, 160-169.	5.1	17
28	The use of keywords for delivering immediate performance feedback on teacher competence development. <i>European Journal of Teacher Education</i> , 2013, 36, 164-182.	2.2	16
29	A Classification of Barriers that Influence Intention Achievement in MOOCs. <i>Lecture Notes in Computer Science</i> , 2018, , 3-15.	1.0	16
30	Enhancing Sociability of Computer-Supported Collaborative Learning Environments. , 2005, , 169-191.		15
31	Development of the Teacher Feedback Observation Scheme: evaluating the quality of feedback in peer groups. <i>Journal of Education for Teaching</i> , 2012, 38, 193-208.	1.1	14
32	Teachers' beliefs about using a professional development plan. <i>International Journal of Training and Development</i> , 2013, 17, 260-278.	0.5	12
33	Extending the SIPS-Model: A Research Framework for Online Collaborative Learning. <i>Lecture Notes in Computer Science</i> , 2018, , 277-290.	1.0	12
34	Teachers'™ beliefs to integrate Web 2.0 technology in their pedagogy and their influence on attitude, perceived norms, and perceived behavior control. <i>International Journal of Educational Research Open</i> , 2020, 1, 100014.	1.0	12
35	Gamification of MOOCs Adopting Social Presence and Sense of Community to Increase User'™s Engagement: An Experimental Study. <i>Lecture Notes in Computer Science</i> , 2019, , 172-186.	1.0	10
36	The Psychometric Properties of a Preliminary Social Presence Measure Using Rasch Analysis. <i>Lecture Notes in Computer Science</i> , 2018, , 31-44.	1.0	8

#	ARTICLE	IF	CITATIONS
37	The development of an instrument to measure teachers' inquiry habit of mind. <i>European Journal of Teacher Education</i> , 2019, 42, 280-296.	2.2	8
38	To Change or Not to Change? That's the Question On MOOC-Success, Barriers and Their Implications. <i>Lecture Notes in Computer Science</i> , 2017, , 210-216.	1.0	8
39	A Rasch Analysis Approach to the Development and Validation of a Social Presence Measure. , 2020, , 197-221.		8
40	Extending social presence theory: social presence divergence and interaction integration in online distance learning. <i>Journal of Computing in Higher Education</i> , 2023, 35, 391-412.	3.9	6
41	Teacher professional development in the contexts of teaching English pronunciation. <i>International Journal of Educational Technology in Higher Education</i> , 2017, 14, .	4.5	5
42	Measuring Social Aspects of Distributed Learning Groups. <i>European Educational Research Journal</i> , 2006, 5, 110-121.	1.4	4
43	Does project focus influence challenges and opportunities of open online education? A sub-group analysis of group-concept mapping data. <i>Journal of Computing in Higher Education</i> , 2021, 33, 255.	3.9	4
44	Individual Differences in Perceptions of Social Presence: Exploring the Role of Personality in Online Distance Learning. <i>Open Education Studies</i> , 2021, 3, 188-201.	0.4	4
45	Facilitating Peer Interaction Regulation in Online Settings: The Role of Social Presence, Social Space and Sociability. <i>Frontiers in Psychology</i> , 2022, 13, 793798.	1.1	3
46	Factors influencing teachers' intentions to integrate smartphones in language lessons. <i>JALT CALL Journal</i> , 2018, 14, 91-117.	1.4	2
47	Investigating the Associations Between Emotion, Cognitive Load and Personal Learning Goals: The Case for MOOCs. <i>Lecture Notes in Computer Science</i> , 2021, , 305-309.	1.0	1