David Passig

List of Publications by Year
in descending order

33 papers	483 citations	840776 11 h-index	713466 21 g-index
33 all docs	33 docs citations	33 times ranked	291 citing authors

#	Article	IF	Citations
1	Using social networks as a collective intelligence tool for a decision-making process about adult lifelong education. Interactive Learning Environments, 2022, 30, 1717-1725.	6.4	5
2	Cognitive Modifiability in 3D-IVR and 2D Computerized Environments: The Effects of Rotation of Information Resources and Shift of Viewing Angles. Sustainability, 2021, 13, 3520.	3.2	2
3	The impact of collaborative online reading on summarizing skills. Education and Information Technologies, 2016, 21, 531-543.	5.7	11
4	Improving children's cognitive modifiability by dynamic assessment in 3D Immersive Virtual Reality environments. Computers and Education, 2016, 95, 296-308.	8.3	125
5	Crowd-deliberation as an organizational problem solving tool. International Journal of Manpower, 2015, 36, 1124-1143.	4.4	1
6	Revisiting the Flynn Effect through 3D Immersive Virtual Reality (IVR). Computers and Education, 2015, 88, 327-342.	8.3	11
7	A Possible Pension-Savings Paradigm for a Sustainable Future: A Developed Country Case Study (UK). Journal of Organisational Transformation and Social Change, 2014, 11, 207-229.	0.4	2
8	Measuring the style of innovative thinking among engineering students. Research in Science and Technological Education, 2014, 32, 56-77.	2.5	14
9	Usage patterns of communication interfaces for social support among at-risk adolescents. Education and Information Technologies, 2014, 19, 781-804.	5.7	3
10	Solving Conceptual and Perceptual Analogies with Virtual Reality among Kindergarten Children of Immigrant Families. Teachers College Record, 2014, 116, 1-36.	0.9	7
11	Structural and conceptual user interfaces and their impact on learning. Education and Information Technologies, 2010, 15, 51-66.	5.7	2
12	Enhancing Time-Connectives With 3D Immersive Virtual Reality (IVR). Journal of Educational Computing Research, 2010, 42, 307-325.	5.5	19
13	Improving the Sequential Time Perception of Teenagers with Mild to Moderate Mental Retardation with 3D Immersive Virtual Reality (IVR). Journal of Educational Computing Research, 2009, 40, 263-280.	5.5	11
14	The impact of virtual reality on parentsâ€™ awareness of cognitive perceptions of a dyslectic child. Education and Information Technologies, 2008, 13, 329-344.	5.7	6
15	Enhancing Pre-Service Teachers' Awareness to Pupils' Test-Anxiety With 3D Immersive Simulation. Journal of Educational Computing Research, 2008, 38, 255-278.	5.5	3
16	Three-Dimensionality as an Effective Mode of Representation for Expressing Sequential Time Perception. Journal of Educational Computing Research, 2007, 36, 51-63.	5.5	20
17	The impact of Virtual Reality on the awareness of teenagers to social and emotional experiences of immigrant classmates. Education and Information Technologies, 2007, 12, 267-280.	5.7	18
18	Melioration as a Higher Thinking Skill of Future Intelligence. Teachers College Record, 2007, 109, 24-50.	0.9	18

#	Article	IF	Citations
19	The Imen-Delphi procedure in practice. Systems Research and Behavioral Science, 2004, 21, 187-191.	1.6	4
20	Variations to the Imen-Delphi procedure aimed at helping in the emergence of communities of interests. Journal of Organisational Transformation and Social Change, 2004, 1, 95-109.	0.4	7
21	Cognitive intervention through virtual environments among deaf and hard-of-hearing children. European Journal of Special Needs Education, 2003, 18, 173-182.	3.0	19
22	Improving the Awareness to Toddlers' Initial Emotional Experiences in Kindergarten with Virtual Reality. Educational Media International, 2002, 39, 185-193.	1.7	0
23	Awareness of toddlers' initial cognitive experiences with virtual reality. Journal of Computer Assisted Learning, 2001, 17, 332-344.	5.1	4
24	The Interaction between Gender, Age, and Multimedia Interface Design. Education and Information Technologies, 2001, 6, 241-250.	5.7	7
25	Virtual Reality as a Tool for Improving Spatial Rotation among Deaf and Hard-of-Hearing Children. Cyberpsychology, Behavior and Social Networking, 2001, 4, 681-686.	2.2	42
26	Improving Flexible Thinking in Deaf and Hard of Hearing Children with Virtual Reality Technology. American Annals of the Deaf, 2000, 145, 286-291.	0.2	33
27	TEACHING FUTURE JEWISH LIFE THROUGH A CROSSâ€GENERATION FUTUREâ€ORIENTED CURRICULUM. Religious Education, 2000, 95, 190-214.	0.4	0
28	Enhancing the Induction Skill of Deaf and Hard-of-Hearing Children with Virtual Reality Technology. Journal of Deaf Studies and Deaf Education, 2000, 5, 277-285.	1.2	32
29	Electronic-Imen-Delphi (EID): An Online Conferencing Procedure. Educational Media International, 2000, 37, 58-67.	1.7	3
30	Futuresâ€™ methodologies as scientific tools for the emergence of humankind. World Futures, 1999, 53, 295-307.	1.0	2
31	Gender interest differences with multimedia learning interfaces. Computers in Human Behavior, 1999, 15, 173-183.	8.5	25
32	An applied social systems procedure for generating purposive sound futures. Systems Research and Behavioral Science, 1998, 15, 315-325.	1.6	4
33	Imen-Delphi: A Delphi Variant Procedure for Emergence. Human Organization, 1997, 56, 53-63.	0.3	23