Michail Kalogiannakis

List of Publications by Year
in descending order

		185998	223531
119 papers	2,782 citations	28 h-index	46 g-index
122 all docs	122 docs citations	122 times ranked	1122 citing authors

#	Article	IF	Citations
1	Gamification in Science Education. A Systematic Review of the Literature. Education Sciences, 2021, 11, 22.	1.4	185
2	Developing fundamental programming concepts and computational thinking with ScratchJr in preschool education: a case study. International Journal of Mobile Learning and Organisation, 2016, 10, 187.	0.2	165
3	Educational apps from the Android Google Play for Greek preschoolers: A systematic review. Computers and Education, 2018, 116, 139-160.	5.1	137
4	Mobile educational applications for children: what educators and parents need to know. International Journal of Mobile Learning and Organisation, 2017, 11, 256.	0.2	130
5	Using Mobile Devices for Teaching Realistic Mathematics in Kindergarten Education. Creative Education, 2013, 04, 1-10.	0.2	111
6	Parental involvement and attitudes towards young Greek children's mobile usage. International Journal of Child-Computer Interaction, 2019, 22, 100144.	2.5	82
7	Designing and creating an educational app rubric for preschool teachers. Education and Information Technologies, 2017, 22, 3147-3165.	3.5	81
8	Training with ICT for ICT from the trainee's perspective. A local ICT teacher training experience. Education and Information Technologies, 2010, 15, 3-17.	3.5	74
9	The effectiveness of computer and tablet assisted intervention in early childhood students' understanding of numbers. An empirical study conducted in Greece. Education and Information Technologies, 2018, 23, 1849-1871.	3.5	71
10	Evaluating pre-service kindergarten teachers' intention to adopt and use tablets into teaching practice for natural sciences. International Journal of Mobile Learning and Organisation, 2019, 13, 113.	0.2	67
11	Improving Mathematics Teaching in Kindergarten with Realistic Mathematical Education. Early Childhood Education Journal, 2017, 45, 369-378.	1.6	63
12	Comparing Tablets and PCs in teaching Mathematics: An attempt to improve Mathematics Competence in Early Childhood Education. Preschool and Primary Education, 2016, 4, 241.	0.2	62
13	Tablets and apps for promoting robotics, mathematics, STEM education and literacy in early childhood education. International Journal of Mobile Learning and Organisation, 2020, 14, 255.	0.2	58
14	Attitudes towards the Use of Educational Robotics: Exploring Pre-Service and In-Service Early Childhood Teacher Profiles. Education Sciences, 2021, 11, 204.	1.4	58
15	Using Scratch and App Inventor for teaching introductory programming in secondary education. A case study. International Journal of Technology Enhanced Learning, 2016, 8, 217.	0.4	52
16	Teaching natural science concepts to young children with mobile devices and hands-on activities. A case study. International Journal of Teaching and Case Studies, 2018, 9, 171.	0.1	52
17	The Appropriateness of Scratch and App Inventor as Educational Environments for Teaching Introductory Programming in Primary and Secondary Education. International Journal of Web-Based Learning and Teaching Technologies, 2017, 12, 58-77.	0.6	48
18	Teaching mathematics with mobile devices and the Realistic Mathematical Education (RME) approach in kindergarten. Advanced Journal of Nursing, 2021, 1, 5-18.	1.5	45

#	Article	IF	Citations
19	Combining mobile technologies in environmental education: a Greek case study. International Journal of Mobile Learning and Organisation, 2017, 11, 108.	0.2	44
20	Exploring the Use of Educational Robotics in Primary School and Its Possible Place in the Curricula. Studies in Computational Intelligence, 2021, , 216-229.	0.7	43
21	Teaching Magnetism to Preschool Children: The Effectiveness of Picture Story Reading. Early Childhood Education Journal, 2018, 46, 535-546.	1.6	42
22	Introducing fundamental object-oriented programming concepts in preschool education within the context of physical science courses. Education and Information Technologies, 2018, 23, 2673-2698.	3.5	42
23	Developing and Exploring an Evaluation Tool for Educational Apps (E.T.E.A.) Targeting Kindergarten Children. Sustainability, 2020, 12, 4201.	1.6	42
24	The management of Digital Learning Objects of Natural Sciences and Digital Experiment Simulation Tools by teachers. Advanced Journal of Nursing, 2021, 1, 58-71.	1.5	40
25	Using Gamification for Supporting an Introductory Programming Course. The Case of ClassCraft in a Secondary Education Classroom. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 366-375.	0.2	39
26	Novice Programming Environments. Scratch & App Inventor. , 2014, , .		38
27	Education of preschool and elementary teachers on the use of adaptive gamification in science education. International Journal of Technology Enhanced Learning, 2022, 14, 1.	0.4	38
28	Factors That Hinder in-Service Teachers from Incorporating Educational Robotics into Their Daily or Future Teaching Practice. , 2021, , .		37
29	Moodle as a Learning Environment in Promoting Conceptual Understanding for Secondary School Students. Eurasia Journal of Mathematics, Science and Technology Education, 2013, 9, .	0.7	36
30	Parentsâ€™ Perceptions of Educational Apps Use for Kindergarten Children: Development and Validation of a New Instrument (PEAU-p) and Exploration of Parentsâ€™ Profiles. Behavioral Sciences (Basel,) Tj ETQq0 0 0 rgBT /Overlock 10 Tf 50		
31	The Use of Developmentally Mobile Applications for Preparing Pre-Service Teachers to Promote STEM Activities in Preschool Classrooms. Advances in Educational Technologies and Instructional Design Book Series, 2020, , 82-100.	0.2	34
32	Evaluating the Learning Process: The â€œThimelEduâ€•Educational Game Case Study. , 2020, , .		32
33	Evaluating the effectiveness of a game-based learning approach in modifying students' behavioural outcomes and competence, in an introductory programming course. A case study in Greece. International Journal of Teaching and Case Studies, 2019, 10, 235.	0.1	31
34	Astronomy in Early Childhood Education: A Concept-Based Approach. Early Childhood Education Journal, 2016, 44, 169-179.	1.6	30
35	Evaluating a course for teaching introductory programming with Scratch to pre-service kindergarten teachers. International Journal of Technology Enhanced Learning, 2019, 11, 231.	0.4	28
36	Evaluating Moodle use via Smart Mobile Phones. A case study in a Greek University. EAI Endorsed Transactions on Creative Technologies, 2018, 5, 156382.	1.0	26

#	Article	IF	Citations
37	A Research Synthesis of the Real Value of Self-Proclaimed Mobile Educational Applications for Young Children. Advances in Educational Technologies and Instructional Design Book Series, 2020, , 1-19.	0.2	24
38	An Overview of Mobile Learning for Refugee Students: Juxtaposing Refugee Needs with Mobile Applicationsâ€™ Characteristics. Challenges, 2020, 11, 31.	0.9	22
39	in-Game Raw Data Collection and Visualization in the Context of the â€œThimelEduâ€•Educational Game. Communications in Computer and Information Science, 2020, , 629-646.	0.4	21
40	Access Moodle Using Smart Mobile Phones. A Case Study in a Greek University. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 376-385.	0.2	20
41	Generating Education in-Game Data: The Case of an Ancient Theatre Serious Game. , 2019, , .		20
42	Deepening Our Knowledge about Sustainability Education in the Early Years: Lessons from a Water Project. Education Sciences, 2021, 11, 251.	1.4	19
43	Investigating Teachers' Attitudes and Behavioral Intentions for the Impending Integration of STEM Education in Primary Schools. Advances in Educational Technologies and Instructional Design Book Series, 2021, , 235-256.	0.2	18
44	Tablets and apps for promoting robotics, mathematics, STEM education and literacy in early childhood education. International Journal of Mobile Learning and Organisation, 2020, 14, 255.	0.2	18
45	Î¿Î¾Î¹Î¿Î»ÏŒÎ³Î·ÏƒÎ· Ï„Ï‰Î½ Î¼Î»Î½Î½Î½Î¹Î¹ºÏŽÎ½ Î¼Î¹ºÎ±Î¹Î¹Î¼Ï…Ï„Î¹ºÏŽÎ½ Î¼Ï†Î±Î¼Î¿Î³Î¹ÏŽÎ½ Î³Î¹Î± Ï†Ï…ÏƒÎ¹ºÎ¹Ï…Ï…Ï„, Î¼Î¼ Î»Î¼Î¹Î¹Î¿Ï±Î¼…Ïf Î³Î¹Î¹ºŒ Ïfi'ÏfÎ¹,		
46	Evaluating pre-service kindergarten teachers' intention to adopt and use tablets into teaching practice for natural sciences. International Journal of Mobile Learning and Organisation, 2019, 13, 113.	0.2	17
47	Using Scratch and App Inventor for teaching introductory programming in Secondary Education. A case study.. International Journal of Technology Enhanced Learning, 2016, 1, 1.	0.4	15
48	The teaching of Natural Sciences in kindergarten based on the principles of STEM and STEAM approach. Advanced Journal of Nursing, 2022, 2, 268-277.	1.5	15
49	Evaluating a Course for Teaching Advanced Programming Concepts with Scratch to Preservice Kindergarten Teachers: A Case Study in Greece. , 2019, , .		14
50	Combining mobile technologies in environmental education: a Greek case study. International Journal of Mobile Learning and Organisation, 2017, 11, 108.	0.2	14
51	Action Research Implementation in Developing an Open Source and Low Cost Robotic Platform for STEM Education. International Journal of Computer Applications, 2019, 178, 33-46.	0.2	14
52	An Educational Model for Asynchronous E-Learning. A Case Study in a Higher Technology Education. International Journal of Advanced Corporate Learning, 2010, 3, 32.	0.5	14
53	Mobile Learning Applications for Refugees: A Systematic Literature Review. Education Sciences, 2022, 12, 96.	1.4	14
54	A Study of the Impact of Arduino and Visual Programming In Self-Efficacy, Motivation, Computational Thinking and 5th Grade Studentsâ€™ Perceptions on Electricity. Eurasia Journal of Mathematics, Science and Technology Education, 2021, 17, em1960.	0.7	13

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55	Evaluating a course for teaching introductory programming with Scratch to pre-service kindergarten teachers. International Journal of Technology Enhanced Learning, 2019, 11, 231.	0.4	13
56	Adult Education and Lifelong Learning. The case of GSAE (General Secretary for Adult Education) in Greece. International Journal of Advanced Corporate Learning, 2009, 2, 15.	0.5	13
57	Innovative Robot for Educational Robotics and STEM. Lecture Notes in Computer Science, 2020, , 95-104.	1.0	12
58	The Appropriateness of Scratch and App Inventor as Educational Environments for Teaching Introductory Programming in Primary and Secondary Education. , 2019, , 797-819.		12
59	Assessing Algorithmic Thinking Skills in Relation to Age in Early Childhood STEM Education. Education Sciences, 2022, 12, 380.	1.4	12
60	'Interactive evaluation' of an e-learning course within the context of blended education. International Journal of Technology Enhanced Learning, 2017, 9, 339.	0.4	11
61	DuBot. Advances in Educational Technologies and Instructional Design Book Series, 2021, , 441-465.	0.2	11
62	Exploring Preservice Teachers' Attitudes About the Usage of Educational Robotics in Preschool Education. Advances in Early Childhood and K-12 Education, 2020, , 339-355.	0.2	11
63	A Novel, Modular Robot for Educational Robotics Developed Using Action Research Evaluated on Technology Acceptance Model. Education Sciences, 2022, 12, 274.	1.4	11
64	A Virtual Learning Environment for the French Physics Teachers. Education and Information Technologies, 2004, 9, 345-353.	3.5	10
65	An analysis of first year engineering students' satisfaction with a support distance learning program in mathematics. Education and Information Technologies, 2018, 23, 869-891.	3.5	10
66	Learning Computational Thinking Development in Young Children With Bee-Bot Educational Robotics. Advances in Early Childhood and K-12 Education, 2020, , 289-309.	0.2	10
67	Teachers' Attitudes on the Use of Educational Robotics in Primary School. Lecture Notes in Educational Technology, 2022, , 257-283.	0.5	10
68	Mobile educational applications for children. What educators and parents need to know.. International Journal of Mobile Learning and Organisation, 2017, 11, 1.	0.2	9
69	A Comparison of Turkish and Greek Parental Mediation Strategies for Digital Games for Children During the COVID-19 Pandemic. Lecture Notes in Educational Technology, 2022, , 555-588.	0.5	9
70	Ontological modeling of educational resources: a proposed implementation for Greek schools. Education and Information Technologies, 2017, 22, 1737-1755.	3.5	7
71	Emotions Experienced by Learners and their Development through Communication with the Tutor-Counsellor. The Journal of Open Distance and E Learning, 2015, 18, 36-48.	0.3	7
72	Evaluating the effectiveness of a game-based learning approach in modifying students' behavioural outcomes and competence, in an introductory programming course. A case study in Greece. International Journal of Teaching and Case Studies, 2019, 10, 235.	0.1	7

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73	Critical reflections on introducing e-learning within a blended education context. International Journal of Technology Enhanced Learning, 2019, 11, 413.	0.4	6
74	Learning Computational Thinking Development in Young Children With Bee-Bot Educational Robotics. , 2022, , 926-947.		6
75	DuBot. , 2021, , 329-353.		5
76	Exploring Preservice Teachers' Attitudes About the Usage of Educational Robotics in Preschool Education. , 2022, , 807-823.		5
77	Introducing Computational Thinking Unplugged in Early Childhood Education Within the Context of Physical and Natural Science Courses. Advances in Educational Technologies and Instructional Design Book Series, 2020, , 164-190.	0.2	5
78	Teaching natural science concepts to young children with mobile devices and hands-on activities. A case study. International Journal of Teaching and Case Studies, 2018, 9, 171.	0.1	5
79	Analysis of a Moodle-based training program about the Pedagogical Content Knowledge of Evolution Theory and Natural Selection. World Journal of Education, 2016, 7, 14.	0.2	4
80	From being one-sided to being diverse: the use of e-portofolio as a tool in distance learning of environmental issues for young children. International Journal of Teaching and Case Studies, 2017, 8, 319.	0.1	4
81	Digital Student Conference Platform Implementation: The case study of the â€œResearch Projectâ€•course. The Journal for Open and Distance Education and Educational Technology, 2016, 12, 5.	0.2	4
82	Measuring the Impact on Student's Computational Thinking Skills Through STEM and Educational Robotics Project Implementation. Advances in Early Childhood and K-12 Education, 2020, , 238-288.	0.2	4
83	Î"Î±Î½Î±ÏƒÏ€Î±Î›Î½Î± Ï„Î·Ï, Î"Î±Î¬Î¡Î»Î±Ï€Î¹Ï, Ï„Î¿Ï¿Ï… Î¦Ï‰ï"ŒÏ, Î¼Îµ Ï"Î¬ Î§Ï†®Ïf̄Î· Ï„Î·Ï, Î•Ï†Î±Î¼Î¼̄Î¿Î³Î¼®Ï, Î"Î±Ï†Î¦Î½Î¬ÏfÏ"Î±Ï"Î·Ï, Î"Ï€Î€Î¼Î¼Î½Î¼Î¹Î½ÎºÎ»̄½2Î¹Ïf̄Î·Ï, Algodoo, 76.	0.2	3
84	Virtual Teachers' Toolbox â€" An Innovative Tool to Assist the Creation of High Quality Open Distance Learning Courses. , 2018, , .		3
85	The VTT-BOX, Pedagogical and Quality Considerations. , 2019, , .		3
86	Critical reflections on introducing e-learning within a blended education context. International Journal of Technology Enhanced Learning, 2019, 11, 413.	0.4	3
87	Assessing Algorithmic Thinking Skills in Early Childhood Education. Advances in Early Childhood and K-12 Education, 2020, , 104-139.	0.2	3
88	Employing Mobile Technologies to Investigate the Association Between Abstraction Skills and Performance in Environmental Studies in Early Primary School. International Journal of Interactive Mobile Technologies, 2022, 16, 241-249.	0.7	3
89	Information and Communication Technologies in Class Practice: A Case Study of Secondary Physical Sciences TeachersÂ. Cyfrwng: Media Wales Journal, 2003, 12, 64-74.	0.4	2
90	Learning History Through Location-Based Games: The Fortification Gates of the Venetian Walls of the City of Heraklion. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 510-519.	0.2	2

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91	Learning by playing: An LBG for the Fortification Gates of the Venetian walls of the city of Heraklion. EAI Endorsed Transactions on Creative Technologies, 2018, 5, 156773.	1.0	2
92	An advanced Physical Computing - based Educational Robot Platform evaluated by Technology Acceptance Model. , 2022, , .		2
93	Nouvelles formes de communication, nouveau métier pour les enseignants?. Educational Media International, 2004, 41, 339-345.	0.9	1
94	Îœî¹Î± Î¼Î€Î¹Ïƒ͟͟Œî€Î·Ïƒî· Ï„Î¿Ï… Ï€Î¼ÎˆÏ„… Ï„Ï‰Î½ Î¼Î°Ï€€Î±Î¹Î¼Ï…î·Î¹º�ÎŽÎ½ Ï†Î¹͞Ï„ÎŽÎ½ Î¼Ï†Î±Î¾î¼î³ÎŽÎ½ Î³Î¹Î± Ï€Î±Î¹Î¹Ì¬Ï€€Î¿ÏƒÏ‡Î¿»î¹Î°®Î¹, Î±95.	0.2	1
95	Enhancing Learning Management Systems (LMS) with the use of Web Technologies. , 2016, 7, .	0.0	1
96	From being one-sided to being diverse: the use of e-portofolio as a tool in distance learning of environmental issues for young children. International Journal of Teaching and Case Studies, 2017, 8, 319.	0.1	1
97	Training the Mind: The GARDINER Platform. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 347-356.	0.2	1
98	Emotional Intelligence Development in Tourism Education and Training Through Digital Technologies. Lecture Notes in Networks and Systems, 2022, , 149-159.	0.5	1
99	Education of preschool and elementary teachers on the use of adaptive gamification in science education. International Journal of Technology Enhanced Learning, 2022, 14, 1.	0.4	1
100	An Investigation of the Acceptance and Success of Web Conferencing Technologies in Tourism Higher Education During the COVID-19 Pandemic. Springer Proceedings in Business and Economics, 2022, , 427-443.	0.3	1
101	Gamification Techniques Capitalizing on State-of-the-Art Technologies. Advances in Human and Social Aspects of Technology Book Series, 2022, , 206-229.	0.3	1
102	Enhancing learning management systems towards adaptivity: a case study. International Journal of Teaching and Case Studies, 2015, 6, 108.	0.1	0
103	Measuring e-learning readiness: the case of Palestinian public secondary schools. International Journal of Technology Enhanced Learning, 2017, 9, 319.	0.4	0
104	Introducing Computational Thinking Unplugged in Early Childhood Education Within the Context of Physical and Natural Science Courses. , 2022, , 197-222.		0
105	Assessing Algorithmic Thinking Skills in Early Childhood Education. , 2022, , 488-523.		0
106	Î"Î¹Î±Î±ÏƒÏ€Î±Î»Î» Ï„Î¿Ï… Î±Â»Î¼Î°î·Ï€Ï†Î¾î¿ÏƒÏ„î„Î½ Ï€Î¿Ï†Ï†Î¿î»î¹Î¼® Î¼Î°Ï€€Î±Ï€î¼î·Ï†: Î½½î± Î†Î»Î¾Î¼î¼î± Ï…Î€Î¹Œ ÎÎ±Ï€€î¼Ï‹î†Î¾î¼¬Ï„î¼î·ÏÏ†Î¹ Î½Â½î¹î¼		0
107	'Interactive evaluation' of an e-learning course within the context of blended education. International Journal of Technology Enhanced Learning, 2017, 9, 339.	0.4	0
108	Î±î»î»Î½î¼î½Î¹°Î¹, Î±î€Î¹Ï„Î¹,Î±Î¼Î¿î½Î¹°Î¹, Î±î½Î¿ÎŽÏƒfî¼Î¹Ï,/ Î±î¼Â±Î¹î†Î¼î·: Ï€Î¾î¡ Ï„î¼î½ Î¼Â±Ï„î¡Î¼î·Ï…Î¼½Ï€fî· Ï„î¡Î¹, Î¼î½î¼Ï†Ï‡͞Ï„fî¹ Ï„î¡Î¹, Î±î½Â½î¿î½ÎˆÏ…Î¹Ì‰®Ï„, Î¼î¼Î¼Î¼Î¹î·		0

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109	Ï•Ï€Î¹Î¿Î¿Î½Î½Ï‰Î½Î¼Ï‡Î± Î¬Î±Î¿Î³Î¼Î®Ï‚Ï…Î¼Î²Î¿Î»Î¿Ï… Î°Î± Ï†Î¿Ï„Ï„ÏŽÎ½ Ïƒï„¿Î± Î•Î»Î¿Î½Î±Î½Î±Î°ÏŒ Î½Î½Î¿Î¼Î°Ï„ÏŒ Î¬Î±Î½Î¼Ï€Î¿Ï…Î®Î¼Î¿. ÎœÎµÎ»		
110	Î•Î¾ ÎˆÏ€Î¿Ï„ÏƒÏ…Î·ÏƒÎ¼Ï‰Ï, Î¼Î½Ï„Ïf‡…Ïfï• Ï€Î‰‰Ï‚Î¼Ï„ÏŽÎ½ Ï†Î¿Ï„Ï„ÏŽÎ½ Ïfï„± Î¼Î±Î¼ÎÎ½Î±Ï‚Î¹Î¼Î±¬. , 2017, 9, 27.	0.0	0
111	Facilitating Learning in Isolated Places Through an Autonomous LMS. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 357-365.	0.2	0
112	Î— Ï†Ï…Î¼Î²Î¿Î»Î® Ï„Î¿Ï… Î•Î»ÎµÏ„ÏƒÎ½Î¹Î¿ÏÏ‚Î±Ï‡…ÎŗÎ¼ÎµÏ„Î¿Ï… Ï†Ï„Î¿Î½ Î¼Ï€Î¹Î¿Î½Î½Ï‰Î½Ï†Î± Î°Î± Ï†Ï…Î½ÎµÎ³ÏƒÏ†Î±ÏÏ„Î±Ï‡Ï…Ï„ÏŽÎ½ Î°Î±		
113	ÎŒÎ–Ï, Î¿Î¿Î± Î¼Î°ÏŒÎ±Î±Î½Î¹ÏÎ¼…Ï, Î¬Ï%oÏ…Î¿Î²Î¬Î½Î¼Î½Î±Ï, Î±Î½Ï…Î±Î½Î¼ÎµÏ…Ï‰Ï€Î¶Î¿Ï…Î½ Ï¿Î± Î¹Î¹Ï†Î½Î±Î°Â¬ ÎœÎµÎ¿Î¿Ï†Î½Î±Î°Â¬ Î½Î½Ï…Î¼Îµ	0.2	0
114	Î£Ï„Î¿Ï†Î¼Î¹Ï, Î•Î°Ï€Î¿Î²Î¬Î½Î¼Î½Î¿ÏÎ½ ÎŒÏ%oÏ…Î¿Î²Î¬Î½Î¼Î½Î±Ï, ÎŒÏ€Î½Î½Î±Î½Î½Ï…Ï, Î¿ Ï†Ï…Î± Î¹Î¹Ï†Î½Î±Î°Â¬ ÎœÎµÎ¿Î¿Ï†Î½Î±Â¬ Î½Î½Ï…Î¼Îµ Î¼Î½Î½Î± Î¿ÎµÎ½Î± Ï„Ï…Ï, Î¹Ï…, Î¼		
115	Î"Î½Î¼Î½Î¿Ï…Î·Î³Î±Â ÎÎ³Î¿Ï…Ï…Î¼Î¿Ï…Ï†Î·Î¿Î¹Ï•Î¿ÏÎ²Î±Î½Î¼Î½Î¿Ï…Ï…Ï„ÏŽÎ½Î¿Î·Î¹Î¿Ï…Î¼Î¼Î½Ï†Â¬Î¿Î»Î¿Î½Î¿Ï…Î¿Ï, Î¼Îµ Ï…Î¹ Î¼Î¼Î¿Ï…Î¿Ï, Ï„Î¿Ï, Î•Î¾Î¿ÏÂ• Ï†Ï…Î¿Î½ Î¼Ï…Î½ÏŒÏ„Î¿Ï…Ï, Â«Î•Î¹Î¼Î Î½ 16, 145.	0.2	0
116	Î£Ï‡Î»Î½Î¹Î® Î¼Î¿ Î±Î±Ï€Î¿Ï„Ï…Â¬Ï†Ï…Î¼Ï‰ï•, Î¼Î¼Î°Î²Î±Î½Î¼Î½Î¿ÏÏ†: Î¼Î±Î¼Î»Ï…Â¬ Ï€Î¼Ï‰ÏŽÏ†Î¿Ï•, Î¼Î¼Îµ Ï…Î¿Ï, Ï€Ï‡Î¼Î½Î¹Î¼Ï€Î¼Î½ÏŒ, Ï…Î¹Ï‡Ï†Î½Î±Ï¬Ï†Ï…	0.0	0
117	Î£Ï‡Î¼Î½Î¼Î±Ïfï¼ÏŒÏ„, Ï…Î»Î¿Î¼Î¿Ï„Î¿Ï•Ï†Î¿ Î°Î± Î±Î±Ï…Ï„Î¼Î¼Î¿ÏÏ†Î¿ Î¹Î¹Î±Î¼Î½Î¹Ï…Â¬Ï…Ïf±Î°Ï…Î¹Î•Î¼ÎµÎ¼Î½Â¬Ï…Ï…Î½Î±Ï‚Î¹Î¹Ï…, Î¼Ï€Î½Î¼ÏŒÏ€Ï†Ï%oÏfÎ¼Î¼Î°Î²Î±Î½Î¼Î½Î¼Ï…Â¬Ï…Ï„Î½	0.0	0
118	ÎŒÎ¼Î¿Î½Î¹Î»Î½ÎÎ³Î¹Ï†Ï… Ï…Ï%oÎ½Ï† Î¼Î¼Î°Î²Î±Î½Î¼Î½Î¼Ï…Â¬Ï…Ï„ÏŽÎ½ Ï…Î¼ÎµÏ„Î½Ï†Î¹Î»Î³Ï…Î½ÏŒÎ½ Î³Î¼Â¬ Ï…Î»Î¿Ï½ Î½Î¿ÎŽÎ¿Î¿ï…Ïfï• Ï…Î¹ï• Î¥Î•Î¿Î¼Â»Î¼Î¹Î³Î¼Ï†Ï…Î¼Î½Î¿Î½Î¹Î½Î¹Î¿ÏÏ•Î¼Ï„Î½ Î¼Î¹	0.0	0
119	Teaching Ancient Greek Theatre Through In-Game Exploration. Advances in Human and Social Aspects of Technology Book Series, 2022, , 186-205.	0.3	0