Michail Kalogiannakis

List of Publications by Citations

95 papers	1,464 citations	21 h-index	34 g-index
122 ext. papers	2,057 ext. citations	1 avg, IF	5.99 L-index

#	Paper	IF	Citations
95	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	2	100
94	Educational apps from the Android Google Play for Greek preschoolers: A systematic review. *Computers and Education*, **2018**, 116, 139-160	9.5	95
93	Using Mobile Devices for Teaching Realistic Mathematics in Kindergarten Education. *Creative Education*, **2013**, 04, 1-10	0.4	79
92	Mobile educational applications for children: what educators and parents need to know. *International Journal of Mobile Learning and Organisation*, **2017**, 11, 256	2	78
91	Gamification in Science Education. A Systematic Review of the Literature. *Education Sciences*, **2021**, 11, 22	2.2	60
90	Designing and creating an educational app rubric for preschool teachers. *Education and Information Technologies*, **2017**, 22, 3147-3165	3.6	53
89	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	2	45
88	Comparing Tablets and PCs in teaching Mathematics: An attempt to improve Mathematics Competence in Early Childhood Education. *Preschool and Primary Education*, **2016**, 4, 241	1	44
87	Using Scratch and App Inventor for teaching introductory programming in secondary education. A case study. *International Journal of Technology Enhanced Learning*, **2016**, 8, 217	1.2	40
86	Training with ICT for ICT from the trainees' perspective. A local ICT teacher training experience. *Education and Information Technologies*, **2010**, 15, 3-17	3.6	39
85	Improving Mathematics Teaching in Kindergarten with Realistic Mathematical Education. *Early Childhood Education Journal*, **2017**, 45, 369-378	1.3	37
84	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	3.6	36
83	Combining mobile technologies in environmental education: a Greek case study. *International Journal of Mobile Learning and Organisation*, **2017**, 11, 108	2	36
82	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	0.5	35
81	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	0.9	34
80	Parental involvement and attitudes towards young Greek children's mobile usage. *International Journal of Child-Computer Interaction*, **2019**, 22, 100144	3.7	33
79	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	2	27

78	Novice Programming Environments. Scratch & App Inventor **2014**,		26
77	Introducing fundamental object-oriented programming concepts in preschool education within the context of physical science courses. *Education and Information Technologies*, **2018**, 23, 2673-2698	3.6	26
76	The management of Digital Learning Objects of Natural Sciences and Digital Experiment Simulation Tools by teachers. *Advanced Journal of Nursing*, **2021**, 1, 58-71		24
75	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	21
74	Teaching mathematics with mobile devices and the Realistic Mathematical Education (RME) approach in kindergarten. *Advanced Journal of Nursing*, **2021**, 1, 5-18		21
73	Developing and Exploring an Evaluation Tool for Educational Apps (E.T.E.A.) Targeting Kindergarten Children. *Sustainability*, **2020**, 12, 4201	3.6	20
72	Attitudes towards the Use of Educational Robotics: Exploring Pre-Service and In-Service Early Childhood Teacher Profiles. *Education Sciences*, **2021**, 11, 204	2.2	20
71	Astronomy in Early Childhood Education: A Concept-Based Approach. *Early Childhood Education Journal*, **2016**, 44, 169-179	1.3	19
70	Teaching Magnetism to Preschool Children: The Effectiveness of Picture Story Reading. *Early Childhood Education Journal*, **2018**, 46, 535-546	1.3	18
69	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	0.3	17
68	Moodle as a Learning Environment in Promoting Conceptual Understanding for Secondary School Students. *Eurasia Journal of Mathematics, Science and Technology Education*, **2013**, 9,	1.6	16
67	Evaluating Moodle use via Smart Mobile Phones. A case study in a Greek University. *EAI Endorsed Transactions on Creative Technologies*, **2018**, 5, 156382	0.5	15
66	Generating Education in-Game Data: The Case of an Ancient Theatre Serious Game **2019**,		15
65	Evaluating a course for teaching introductory programming with Scratch to pre-service kindergarten teachers. *International Journal of Technology Enhanced Learning*, **2019**, 11, 231	1.2	15
64	Exploring the Use of Educational Robotics in Primary School and Its Possible Place in the Curricula. *Studies in Computational Intelligence*, **2021**, 216-229	0.8	15
63	Evaluating a Course for Teaching Advanced Programming Concepts with Scratch to Preservice Kindergarten Teachers: A Case Study in Greece **2019**,		14
62	Evaluating the Learning Process: The ThimelEdu Educational Game Case Study **2020**,		14
61	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	0.3	13

60	in-Game Raw Data Collection and Visualization in the Context of the ThimelEdu Educational Game. *Communications in Computer and Information Science*, **2020**, 629-646	0.3	12
59	Factors That Hinder in-Service Teachers from Incorporating Educational Robotics into Their Daily or Future Teaching Practice **2021**,		12
58	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	11
57	Education of preschool and elementary teachers on the use of adaptive gamification in science education. *International Journal of Technology Enhanced Learning*, **2022**, 14, 1	1.2	10
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	0.7	10
55	Parents' Perceptions of Educational Apps Use for Kindergarten Children: Development and Validation of a New Instrument (PEAU-p) and Exploration of Parents' Profiles. *Behavioral Sciences (Basel, Switzerland)*, **2021**, 11,	2.3	10
54	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	0.5	10
53	Android *Preschool and Primary Education*, **2017**, 5, 65	1	9
52	The Appropriateness of Scratch and App Inventor as Educational Environments for Teaching Introductory Programming in Primary and Secondary Education **2019**, 797-819		9
51	Deepening Our Knowledge about Sustainability Education in the Early Years: Lessons from a Water Project. *Education Sciences*, **2021**, 11, 251	2.2	9
50	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	8
49	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	8
48	DuBot. *Advances in Educational Technologies and Instructional Design Book Series*, **2021**, 441-465	0.3	8
47	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	0.3	8
46	An Overview of Mobile Learning for Refugee Students: Juxtaposing Refugee Needs with Mobile Applications Characteristics. *Challenges*, **2020**, 11, 31	3.4	7
45	'Interactive evaluation' of an e-learning course within the context of blended education. *International Journal of Technology Enhanced Learning*, **2017**, 9, 339	1.2	7
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	2	7
43	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	1.1	7

42	An Educational Model for Asynchronous E-Learning. A Case Study in a Higher Technology Education. *International Journal of Advanced Corporate Learning*, **2010**, 3, 32	0.7	7
41	Ontological modeling of educational resources: a proposed implementation for Greek schools. *Education and Information Technologies*, **2017**, 22, 1737-1755	3.6	6
40	An analysis of first year engineering students satisfaction with a support distance learning program in mathematics. *Education and Information Technologies*, **2018**, 23, 869-891	3.6	6
39	Mobile educational applications for children. What educators and parents need to know.. *International Journal of Mobile Learning and Organisation*, **2017**, 11, 1	2	6
38	Innovative Robot for Educational Robotics and STEM. *Lecture Notes in Computer Science*, **2020**, 95-104	0.9	6
37	A Virtual Learning Environment for the French Physics Teachers. *Education and Information Technologies*, **2004**, 9, 345-353	3.6	5
36	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	1.5	5
35	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	0.5	4
34	Combining mobile technologies in environmental education: a Greek case study. *International Journal of Mobile Learning and Organisation*, **2017**, 11, 108	2	4
33	Using Scratch and App Inventor for teaching introductory programming in Secondary Education. A case study.. *International Journal of Technology Enhanced Learning*, **2016**, 1, 1	1.2	4
32	Evaluating a course for teaching introductory programming with Scratch to pre-service kindergarten teachers. *International Journal of Technology Enhanced Learning*, **2019**, 11, 231	1.2	4
31	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	0.3	4
30	A Study of the Impact of Arduino and Visual Programming In Self-Efficacy, Motivation, Computational Thinking and 5th Grade Students Perceptions on Electricity. *Eurasia Journal of Mathematics, Science and Technology Education*, **2021**, 17, em1960	1.6	4
29	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	0.3	4
28	Critical reflections on introducing e-learning within a blended education context. *International Journal of Technology Enhanced Learning*, **2019**, 11, 413	1.2	4
27	Mobile Learning Applications for Refugees: A Systematic Literature Review. *Education Sciences*, **2022**, 12, 96	2.2	3
26	Digital Student Conference Platform Implementation: The case study of the Research Project course. *The Journal for Open and Distance Education and Educational Technology*, **2016**, 12, 5	1	3
25	Information and Communication Technologies in Class Practice: A Case Study of Secondary Physical Sciences Teachers´ **2003**, 12, 64-74		2

24	Algodoo. *The Journal for Open and Distance Education and Educational Technology*, **2018**, 14, 76	1	2
23	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	2
22	DuBot **2021**, 329-353		2
21	Teachers Attitudes on the Use of Educational Robotics in Primary School. *Lecture Notes in Educational Technology*, **2022**, 257-283	0.4	2
20	Nouvelles formes de communication, nouveau mier pour les enseignants?. *Educational Media International*, **2004**, 41, 339-345	1.5	1
19	Assessing Algorithmic Thinking Skills in Early Childhood Education. *Advances in Early Childhood and K-12 Education*, **2020**, 104-139	0.2	1
18	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	1
17	A Novel, Modular Robot for Educational Robotics Developed Using Action Research Evaluated on Technology Acceptance Model. *Education Sciences*, **2022**, 12, 274	2.2	1
16	Gamification Techniques Capitalizing on State-of-the-Art Technologies. *Advances in Human and Social Aspects of Technology Book Series*, **2022**, 206-229	0.2	1
15	Learning Computational Thinking Development in Young Children With Bee-Bot Educational Robotics **2022**, 926-947		0
14	Exploring Preservice Teachers' Attitudes About the Usage of Educational Robotics in Preschool Education **2022**, 807-823		0
13	Preparing Greek Pre-service Kindergarten Teachers to Promote Creativity: Opportunities Using Scratch and Makey Makey **2022**, 347-364		0
12	The teaching of Natural Sciences in kindergarten based on the principles of STEM and STEAM approach. *Advanced Journal of Nursing*, **2022**, 2, 268-277		0
11	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	0.4	0
10	Assessing Algorithmic Thinking Skills in Relation to Age in Early Childhood STEM Education. *Education Sciences*, **2022**, 12, 380	2.2	0
9	Measuring e-learning readiness: the case of Palestinian public secondary schools. *International Journal of Technology Enhanced Learning*, **2017**, 9, 319	1.2	
8	Enhancing learning management systems towards adaptivity: a case study. *International Journal of Teaching and Case Studies*, **2015**, 6, 108	0.5	
7	Emotional Intelligence Development in Tourism Education and Training Through Digital Technologies. *Lecture Notes in Networks and Systems*, **2022**, 149-159	0.5	

6	Training the Mind: The GARDINER Platform. *Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering*, **2018**, 347-356	0.2
5	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
4	Introducing Computational Thinking Unplugged in Early Childhood Education Within the Context of Physical and Natural Science Courses **2022**, 197-222	
3	Assessing Algorithmic Thinking Skills in Early Childhood Education **2022**, 488-523	
2	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	0.2
1	Teaching Ancient Greek Theatre Through In-Game Exploration. *Advances in Human and Social Aspects of Technology Book Series*, **2022**, 186-205	0.2