

Michail Kalogiannakis

List of Publications by Year in Descending Order

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

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 | Mobile Learning Applications for Refugees: A Systematic Literature Review. <i>Education Sciences</i> , 2022 , 12, 96 | 2.2 | 3 |
| 94 | Education of preschool and elementary teachers on the use of adaptive gamification in science education. <i>International Journal of Technology Enhanced Learning</i> , 2022 , 14, 1 | 1.2 | 10 |
| 93 | Emotional Intelligence Development in Tourism Education and Training Through Digital Technologies. <i>Lecture Notes in Networks and Systems</i> , 2022 , 149-159 | 0.5 | |
| 92 | Learning Computational Thinking Development in Young Children With Bee-Bot Educational Robotics 2022 , 926-947 | | 0 |
| 91 | Exploring Preservice Teachers' Attitudes About the Usage of Educational Robotics in Preschool Education 2022 , 807-823 | | 0 |
| 90 | Introducing Computational Thinking Unplugged in Early Childhood Education Within the Context of Physical and Natural Science Courses 2022 , 197-222 | | |
| 89 | Assessing Algorithmic Thinking Skills in Early Childhood Education 2022 , 488-523 | | |
| 88 | Preparing Greek Pre-service Kindergarten Teachers to Promote Creativity: Opportunities Using Scratch and Makey Makey 2022 , 347-364 | | 0 |
| 87 | The teaching of Natural Sciences in kindergarten based on the principles of STEM and STEAM approach. <i>Advanced Journal of Nursing</i> , 2022 , 2, 268-277 | | 0 |
| 86 | A Novel, Modular Robot for Educational Robotics Developed Using Action Research Evaluated on Technology Acceptance Model. <i>Education Sciences</i> , 2022 , 12, 274 | 2.2 | 1 |
| 85 | An Investigation of the Acceptance and Success of Web Conferencing Technologies in Tourism Higher Education During the COVID-19 Pandemic. <i>Springer Proceedings in Business and Economics</i> , 2022 , 427-443 | 0.2 | |
| 84 | Teachers' Attitudes on the Use of Educational Robotics in Primary School. <i>Lecture Notes in Educational Technology</i> , 2022 , 257-283 | 0.4 | 2 |
| 83 | A Comparison of Turkish and Greek Parental Mediation Strategies for Digital Games for Children During the COVID-19 Pandemic. <i>Lecture Notes in Educational Technology</i> , 2022 , 555-588 | 0.4 | 0 |
| 82 | Assessing Algorithmic Thinking Skills in Relation to Age in Early Childhood STEM Education. <i>Education Sciences</i> , 2022 , 12, 380 | 2.2 | 0 |
| 81 | Teaching Ancient Greek Theatre Through In-Game Exploration. <i>Advances in Human and Social Aspects of Technology Book Series</i> , 2022 , 186-205 | 0.2 | |
| 80 | Gamification Techniques Capitalizing on State-of-the-Art Technologies. <i>Advances in Human and Social Aspects of Technology Book Series</i> , 2022 , 206-229 | 0.2 | 1 |
| 79 | Attitudes towards the Use of Educational Robotics: Exploring Pre-Service and In-Service Early Childhood Teacher Profiles. <i>Education Sciences</i> , 2021 , 11, 204 | 2.2 | 20 |

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| 78 | A Study of the Impact of Arduino and Visual Programming In Self-Efficacy, Motivation, Computational Thinking and 5th Grade Students' Perceptions on Electricity. <i>Eurasia Journal of Mathematics, Science and Technology Education</i> , 2021 , 17, em1960 | 1.6 | 4 |
| 77 | Parents' Perceptions of Educational Apps Use for Kindergarten Children: Development and Validation of a New Instrument (PEAU-p) and Exploration of Parents' Profiles. <i>Behavioral Sciences (Basel, Switzerland)</i> , 2021 , 11, | 2.3 | 10 |
| 76 | Deepening Our Knowledge about Sustainability Education in the Early Years: Lessons from a Water Project. <i>Education Sciences</i> , 2021 , 11, 251 | 2.2 | 9 |
| 75 | Exploring the Use of Educational Robotics in Primary School and Its Possible Place in the Curricula. <i>Studies in Computational Intelligence</i> , 2021 , 216-229 | 0.8 | 15 |
| 74 | DuBot. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , 2021 , 441-465 | 0.3 | 8 |
| 73 | Factors That Hinder in-Service Teachers from Incorporating Educational Robotics into Their Daily or Future Teaching Practice 2021 , | | 12 |
| 72 | Gamification in Science Education. A Systematic Review of the Literature. <i>Education Sciences</i> , 2021 , 11, 22 | 2.2 | 60 |
| 71 | Teaching mathematics with mobile devices and the Realistic Mathematical Education (RME) approach in kindergarten. <i>Advanced Journal of Nursing</i> , 2021 , 1, 5-18 | | 21 |
| 70 | Investigating Teachers' Attitudes and Behavioral Intentions for the Impending Integration of STEM Education in Primary Schools. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , 2021 , 235-256 | 0.3 | 8 |
| 69 | DuBot 2021 , 329-353 | | 2 |
| 68 | The management of Digital Learning Objects of Natural Sciences and Digital Experiment Simulation Tools by teachers. <i>Advanced Journal of Nursing</i> , 2021 , 1, 58-71 | | 24 |
| 67 | An Overview of Mobile Learning for Refugee Students: Juxtaposing Refugee Needs with Mobile Applications' Characteristics. <i>Challenges</i> , 2020 , 11, 31 | 3.4 | 7 |
| 66 | in-Game Raw Data Collection and Visualization in the Context of the 'ThimelEdu' Educational Game. <i>Communications in Computer and Information Science</i> , 2020 , 629-646 | 0.3 | 12 |
| 65 | Developing and Exploring an Evaluation Tool for Educational Apps (E.T.E.A.) Targeting Kindergarten Children. <i>Sustainability</i> , 2020 , 12, 4201 | 3.6 | 20 |
| 64 | Tablets and apps for promoting robotics, mathematics, STEM education and literacy in early childhood education. <i>International Journal of Mobile Learning and Organisation</i> , 2020 , 14, 255 | 2 | 7 |
| 63 | Assessing Algorithmic Thinking Skills in Early Childhood Education. <i>Advances in Early Childhood and K-12 Education</i> , 2020 , 104-139 | 0.2 | 1 |
| 62 | Introducing Computational Thinking Unplugged in Early Childhood Education Within the Context of Physical and Natural Science Courses. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , 2020 , 164-190 | 0.3 | 4 |
| 61 | A Research Synthesis of the Real Value of Self-Proclaimed Mobile Educational Applications for Young Children. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , 2020 , 1-19 | 0.3 | 17 |

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| 60 | The Use of Developmentally Mobile Applications for Preparing Pre-Service Teachers to Promote STEM Activities in Preschool Classrooms. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , 2020 , 82-100 | 0.3 | 13 |
| 59 | Measuring the Impact on Student's Computational Thinking Skills Through STEM and Educational Robotics Project Implementation. <i>Advances in Early Childhood and K-12 Education</i> , 2020 , 238-288 | 0.2 | 2 |
| 58 | Learning Computational Thinking Development in Young Children With Bee-Bot Educational Robotics. <i>Advances in Early Childhood and K-12 Education</i> , 2020 , 289-309 | 0.2 | 8 |
| 57 | Exploring Preservice Teachers' Attitudes About the Usage of Educational Robotics in Preschool Education. <i>Advances in Early Childhood and K-12 Education</i> , 2020 , 339-355 | 0.2 | 8 |
| 56 | Evaluating the Learning Process: The "HimelEdu" Educational Game Case Study 2020 , | | 14 |
| 55 | Innovative Robot for Educational Robotics and STEM. <i>Lecture Notes in Computer Science</i> , 2020 , 95-104 | 0.9 | 6 |
| 54 | Tablets and apps for promoting robotics, mathematics, STEM education and literacy in early childhood education. <i>International Journal of Mobile Learning and Organisation</i> , 2020 , 14, 255 | 2 | 27 |
| 53 | Parental involvement and attitudes towards young Greek children's mobile usage. <i>International Journal of Child-Computer Interaction</i> , 2019 , 22, 100144 | 3.7 | 33 |
| 52 | Evaluating a Course for Teaching Advanced Programming Concepts with Scratch to Preservice Kindergarten Teachers: A Case Study in Greece 2019 , | | 14 |
| 51 | Evaluating pre-service kindergarten teachers' intention to adopt and use tablets into teaching practice for natural sciences. <i>International Journal of Mobile Learning and Organisation</i> , 2019 , 13, 113 | 2 | 45 |
| 50 | Evaluating a course for teaching introductory programming with Scratch to pre-service kindergarten teachers. <i>International Journal of Technology Enhanced Learning</i> , 2019 , 11, 231 | 1.2 | 4 |
| 49 | The Appropriateness of Scratch and App Inventor as Educational Environments for Teaching Introductory Programming in Primary and Secondary Education 2019 , 797-819 | | 9 |
| 48 | Action Research Implementation in Developing an Open Source and Low Cost Robotic Platform for STEM Education. <i>International Journal of Computer Applications</i> , 2019 , 178, 33-46 | 1.1 | 7 |
| 47 | Generating Education in-Game Data: The Case of an Ancient Theatre Serious Game 2019 , | | 15 |
| 46 | Evaluating a course for teaching introductory programming with Scratch to pre-service kindergarten teachers. <i>International Journal of Technology Enhanced Learning</i> , 2019 , 11, 231 | 1.2 | 15 |
| 45 | Critical reflections on introducing e-learning within a blended education context. <i>International Journal of Technology Enhanced Learning</i> , 2019 , 11, 413 | 1.2 | 4 |
| 44 | 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. <i>International Journal of Teaching and Case Studies</i> , 2019 , 10, 235 | 0.5 | 10 |
| 43 | Access Moodle Using Smart Mobile Phones. A Case Study in a Greek University. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2018 , 376-385 | 0.2 | 11 |

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| 42 | The effectiveness of computer and tablet assisted intervention in early childhood students' understanding of numbers. An empirical study conducted in Greece. <i>Education and Information Technologies</i> , 2018 , 23, 1849-1871 | 3.6 | 36 |
| 41 | Teaching Magnetism to Preschool Children: The Effectiveness of Picture Story Reading. <i>Early Childhood Education Journal</i> , 2018 , 46, 535-546 | 1.3 | 18 |
| 40 | An analysis of first year engineering students' satisfaction with a support distance learning program in mathematics. <i>Education and Information Technologies</i> , 2018 , 23, 869-891 | 3.6 | 6 |
| 39 | Educational apps from the Android Google Play for Greek preschoolers: A systematic review. <i>Computers and Education</i> , 2018 , 116, 139-160 | 9.5 | 95 |
| 38 | Teaching natural science concepts to young children with mobile devices and hands-on activities. A case study. <i>International Journal of Teaching and Case Studies</i> , 2018 , 9, 171 | 0.5 | 35 |
| 37 |  Algodoo. <i>The Journal for Open and Distance Education and Educational Technology</i> , 2018 , 14, 76 | 1 | 2 |
| 36 | Evaluating Moodle use via Smart Mobile Phones. A case study in a Greek University. <i>EAI Endorsed Transactions on Creative Technologies</i> , 2018 , 5, 156382 | 0.5 | 15 |
| 35 | Training the Mind: The GARDINER Platform. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2018 , 347-356 | 0.2 | |
| 34 | Learning History Through Location-Based Games: The Fortification Gates of the Venetian Walls of the City of Heraklion. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2018 , 510-519 | 0.2 | 1 |
| 33 | Facilitating Learning in Isolated Places Through an Autonomous LMS. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2018 , 357-365 | 0.2 | |
| 32 | Using Gamification for Supporting an Introductory Programming Course. The Case of ClassCraft in a Secondary Education Classroom. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2018 , 366-375 | 0.2 | 21 |
| 31 | Introducing fundamental object-oriented programming concepts in preschool education within the context of physical science courses. <i>Education and Information Technologies</i> , 2018 , 23, 2673-2698 | 3.6 | 26 |
| 30 | Improving Mathematics Teaching in Kindergarten with Realistic Mathematical Education. <i>Early Childhood Education Journal</i> , 2017 , 45, 369-378 | 1.3 | 37 |
| 29 | Ontological modeling of educational resources: a proposed implementation for Greek schools. <i>Education and Information Technologies</i> , 2017 , 22, 1737-1755 | 3.6 | 6 |
| 28 | Designing and creating an educational app rubric for preschool teachers. <i>Education and Information Technologies</i> , 2017 , 22, 3147-3165 | 3.6 | 53 |
| 27 | The Appropriateness of Scratch and App Inventor as Educational Environments for Teaching Introductory Programming in Primary and Secondary Education. <i>International Journal of Web-Based Learning and Teaching Technologies</i> , 2017 , 12, 58-77 | 0.9 | 34 |
| 26 | Mobile educational applications for children: what educators and parents need to know. <i>International Journal of Mobile Learning and Organisation</i> , 2017 , 11, 256 | 2 | 78 |
| 25 | From being one-sided to being diverse: the use of e-portofolio as a tool in distance learning of environmental issues for young children. <i>International Journal of Teaching and Case Studies</i> , 2017 , 8, 319 ^{0.5} | 0.5 | 4 |

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| 24 | 'Interactive evaluation' of an e-learning course within the context of blended education. <i>International Journal of Technology Enhanced Learning</i> , 2017 , 9, 339 | 1.2 | 7 |
| 23 | Combining mobile technologies in environmental education: a Greek case study. <i>International Journal of Mobile Learning and Organisation</i> , 2017 , 11, 108 | 2 | 36 |
| 22 | Measuring e-learning readiness: the case of Palestinian public secondary schools. <i>International Journal of Technology Enhanced Learning</i> , 2017 , 9, 319 | 1.2 | |
| 21 |  Android  <i>Preschool and Primary Education</i> , 2017 , 5, 65 | 1 | 9 |
| 20 | Mobile educational applications for children. What educators and parents need to know.. <i>International Journal of Mobile Learning and Organisation</i> , 2017 , 11, 1 | 2 | 6 |
| 19 | Combining mobile technologies in environmental education: a Greek case study. <i>International Journal of Mobile Learning and Organisation</i> , 2017 , 11, 108 | 2 | 4 |
| 18 | Developing fundamental programming concepts and computational thinking with ScratchJr in preschool education: a case study. <i>International Journal of Mobile Learning and Organisation</i> , 2016 , 10, 187 | 2 | 100 |
| 17 | Astronomy in Early Childhood Education: A Concept-Based Approach. <i>Early Childhood Education Journal</i> , 2016 , 44, 169-179 | 1.3 | 19 |
| 16 | Digital Student Conference Platform Implementation: The case study of the Research Project course. <i>The Journal for Open and Distance Education and Educational Technology</i> , 2016 , 12, 5 | 1 | 3 |
| 15 | Comparing Tablets and PCs in teaching Mathematics: An attempt to improve Mathematics Competence in Early Childhood Education. <i>Preschool and Primary Education</i> , 2016 , 4, 241 | 1 | 44 |
| 14 | Using Scratch and App Inventor for teaching introductory programming in Secondary Education. A case study.. <i>International Journal of Technology Enhanced Learning</i> , 2016 , 1, 1 | 1.2 | 4 |
| 13 | Analysis of a Moodle-based training program about the Pedagogical Content Knowledge of Evolution Theory and Natural Selection. <i>World Journal of Education</i> , 2016 , 7, 14 | 0.3 | 4 |
| 12 | Using Scratch and App Inventor for teaching introductory programming in secondary education. A case study. <i>International Journal of Technology Enhanced Learning</i> , 2016 , 8, 217 | 1.2 | 40 |
| 11 | Enhancing learning management systems towards adaptivity: a case study. <i>International Journal of Teaching and Case Studies</i> , 2015 , 6, 108 | 0.5 | |
| 10 | Emotions Experienced by Learners and their Development through Communication with the Tutor-Counsellor. <i>The Journal of Open Distance and E Learning</i> , 2015 , 18, 36-48 | 1.5 | 5 |
| 9 | Novice Programming Environments. Scratch & App Inventor 2014 , | | 26 |
| 8 | Moodle as a Learning Environment in Promoting Conceptual Understanding for Secondary School Students. <i>Eurasia Journal of Mathematics, Science and Technology Education</i> , 2013 , 9, | 1.6 | 16 |
| 7 | Using Mobile Devices for Teaching Realistic Mathematics in Kindergarten Education. <i>Creative Education</i> , 2013 , 04, 1-10 | 0.4 | 79 |

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| 6 | Training with ICT for ICT from the trainee's perspective. A local ICT teacher training experience. <i>Education and Information Technologies</i> , 2010 , 15, 3-17 | 3.6 | 39 |
| 5 | An Educational Model for Asynchronous E-Learning. A Case Study in a Higher Technology Education. <i>International Journal of Advanced Corporate Learning</i> , 2010 , 3, 32 | 0.7 | 7 |
| 4 | Adult Education and Lifelong Learning. The case of GSAE (General Secretary for Adult Education) in Greece. <i>International Journal of Advanced Corporate Learning</i> , 2009 , 2, 15 | 0.7 | 10 |
| 3 | A Virtual Learning Environment for the French Physics Teachers. <i>Education and Information Technologies</i> , 2004 , 9, 345-353 | 3.6 | 5 |
| 2 | Nouvelles formes de communication, nouveau métier pour les enseignants?. <i>Educational Media International</i> , 2004 , 41, 339-345 | 1.5 | 1 |
| 1 | Information and Communication Technologies in Class Practice: A Case Study of Secondary Physical Sciences Teachers' 2003 , 12, 64-74 | | 2 |