Agbo Friday Joseph

List of Publications by Year
in descending order

12	256	1478505	1872680
papers	citations	6	6
		h-index	g-index

12	12	12	86
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Scientific production and thematic breakthroughs in smart learning environments: a bibliometric analysis. Smart Learning Environments, 2021, 8, .	7.6	95
2	Application of Virtual Reality in Computer Science Education: A Systemic Review Based on Bibliometric and Content Analysis Methods. Education Sciences, 2021, 11, 142.	2.6	38
3	A Systematic Review of Computational Thinking Approach for Programming Education in Higher Education Institutions. , 2019, , .		29
4	Co-design of mini games for learning computational thinking in an online environment. Education and Information Technologies, 2021, 26, 5815-5849.	5.7	28
5	Analyzing Student Performance in Programming Education Using Classification Techniques. International Journal of Emerging Technologies in Learning, 2020, 15, 127.	1.3	24
6	Impact of Puzzle-Based Learning Technique for Programming Education in Nigeria Context. , 2019, , .		12
7	Smart Mobile Learning Environment for Programming Education in Nigeria: Adaptivity and Context-Aware Features. Advances in Intelligent Systems and Computing, 2019, , 1061-1077.	0.6	10
8	Identifying potential design features of a smart learning environment for programming education in Nigeria. International Journal of Learning Technology, 2019, 14, 331.	0.2	10
9	A UML approach for designing a VR-based smart learning environment for programming education. , 2020, , .		6
10	Examining theoretical and pedagogical foundations of computational thinking in the context of higher education. , 2021, , .		2
11	iThinkSmart: Immersive Virtual Reality Mini Games to Facilitate Students' Computational Thinking Skills. , 2021, , .		1
12	Is Online Distance Learning Compatible with Student Lifestyle? Assessment of program content, workload and long-time usefulness. , 2020, , .		1