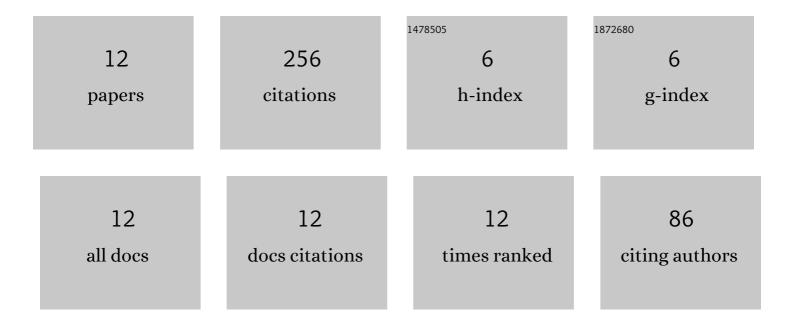
## Agbo Friday Joseph

List of Publications by Year in descending order

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ACRO ERIDAY LOSERH

| #  | 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<br>Information Technologies, 2021, 26, 5815-5849.                            | 5.7 | 28        |
| 5  | Analyzing Student Performance in Programming Education Using Classification Techniques.<br>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<br>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<br>Skills. , 2021, , .  |     | 1         |
| 12 | Is Online Distance Learning Compatible with Student Lifestyle? Assessment of program content, workload and long-time usefulness. , 2020, , .                                     |     | 1         |