

# Agbo Friday Joseph

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6784396/publications.pdf>

Version: 2024-02-01

12  
papers

256  
citations

1477746

6  
h-index

1872312

6  
g-index

12  
all docs

12  
docs citations

12  
times ranked

86  
citing authors

#	ARTICLE	IF	CITATIONS
1	Scientific production and thematic breakthroughs in smart learning environments: a bibliometric analysis. <i>Smart Learning Environments</i> , 2021, 8, .	4.3	95
2	Application of Virtual Reality in Computer Science Education: A Systemic Review Based on Bibliometric and Content Analysis Methods. <i>Education Sciences</i> , 2021, 11, 142.	1.4	38
3	Co-design of mini games for learning computational thinking in an online environment. <i>Education and Information Technologies</i> , 2021, 26, 5815-5849.	3.5	28
4	iThinkSmart: Immersive Virtual Reality Mini Games to Facilitate Studentsâ€™ Computational Thinking Skills. , 2021, , .		1
5	Examining theoretical and pedagogical foundations of computational thinking in the context of higher education. , 2021, , .		2
6	Analyzing Student Performance in Programming Education Using Classification Techniques. <i>International Journal of Emerging Technologies in Learning</i> , 2020, 15, 127.	0.8	24
7	A UML approach for designing a VR-based smart learning environment for programming education. , 2020, , .		6
8	Is Online Distance Learning Compatible with Student Lifestyle? Assessment of program content, workload and long-time usefulness. , 2020, , .		1
9	Smart Mobile Learning Environment for Programming Education in Nigeria: Adaptivity and Context-Aware Features. <i>Advances in Intelligent Systems and Computing</i> , 2019, , 1061-1077.	0.5	10
10	Impact of Puzzle-Based Learning Technique for Programming Education in Nigeria Context. , 2019, , .		12
11	Identifying potential design features of a smart learning environment for programming education in Nigeria. <i>International Journal of Learning Technology</i> , 2019, 14, 331.	0.2	10
12	A Systematic Review of Computational Thinking Approach for Programming Education in Higher Education Institutions. , 2019, , .		29