

# Punya Mishra

## List of Publications by Year in descending order

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Version: 2024-02-01

99  
papers

10,656  
citations

331642

21  
h-index

69246

77  
g-index

102  
all docs

102  
docs citations

102  
times ranked

4260  
citing authors

#	ARTICLE	IF	CITATIONS
1	Participatory Creativity and Maker Empowerment: A Conversation with Edward Clapp, Ed.D. TechTrends, 2022, 66, 12.	2.3	0
2	The Uncertainty of Creativity: Opening Possibilities and Reducing Restrictions Through Mindfulness. Creativity Theory and Action in Education, 2022, , 103-124.	1.1	3
3	Creativity and technology in teaching and learning: a literature review of the uneasy space of implementation. Educational Technology Research and Development, 2021, 69, 2091-2108.	2.8	34
4	Integrating the discourse on teachers and design: An analysis of ten years of scholarship. Teaching and Teacher Education, 2021, 99, 103274.	3.2	13
5	Contextualizing TPACK within systems and cultures of practice. Computers in Human Behavior, 2021, 117, 106673.	8.5	15
6	The Role of Creative Risk Taking and Productive Failure in Education and Technology Futures. TechTrends, 2021, 65, 1-4.	2.3	5
7	A Pitch for Diversity: Teaching Tactical Creativity in Sports and Other Domains with Dr. Daniel Memmert. TechTrends, 2021, 65, 680-685.	2.3	0
8	Creativity in Online Learning and Teacher Education: An Interview with Leanna Archambault. TechTrends, 2021, 65, 914-918.	2.3	3
9	Creativity and risk-taking in teaching and learning settings: Insights from six international narratives. International Journal of Educational Research Open, 2021, 2, 100024.	2.0	13
10	Move Slow and Nurture Things: Wise Creativity and Human-Centred Values in a World that Idolizes Disruption. , 2020, , 143-161.		33
11	From Brains to Music: a Multi-Faceted Discussion of Creativity with Dr. Anthony Brandt. TechTrends, 2020, 64, 790-795.	2.3	1
12	Of Metaphors and Molecules: Figurative Language Bridging STEM and the Arts in Education. Leonardo, 2020, 53, 316-320.	0.3	2
13	“Let Children Play!” Connecting Evolutionary Psychology and Creativity with Peter Gray. TechTrends, 2020, 64, 684-689.	2.3	5
14	Fostering System-Level Perspective Taking when Designing for Change in Educational Systems. TechTrends, 2020, 64, 779-788.	2.3	4
15	The Value of School. ECNU Review of Education, 2020, 3, 576-583.	1.9	3
16	A Pragmatic but Hopeful Conception of Creativity: a Conversation with Dr. Barbara Kerr. TechTrends, 2020, 64, 195-201.	2.3	2
17	Tipping Point for Online Learning? On Questioning the Right Assumptions. ECNU Review of Education, 2020, 3, 735-738.	1.9	0
18	Playing with Creativity Across the Lifespan: a Conversation with Dr. Sandra Russ. TechTrends, 2020, 64, 550-554.	2.3	4

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19	Designing theory. Educational Technology Research and Development, 2020, 68, 601-632.	2.8	13
20	Words and Worlds: A Conversation on Writing, Craft, and the Power of Deep Fandom with Kij Johnson. TechTrends, 2020, 64, 351-356.	2.3	2
21	Essential Tensions in Facilitating Design Thinking: Collective Reflections. Journal of Formative Design in Learning, 2020, 4, 5-16.	1.1	6
22	Embracing failure in a first-year technology course. Universitas Tarraconensis Revista De CiĂ“ncias De L EducaciĂ“3, 2020, 1, 68.	0.2	0
23	Using Creativity and Imagination to Understand our Algorithmic World: a Conversation with Dr. Ed Finn. TechTrends, 2019, 63, 362-368.	2.3	2
24	Considering Contextual Knowledge: The TPACK Diagram Gets an Upgrade. Journal of Digital Learning in Teacher Education, 2019, 35, 76-78.	1.2	160
25	Creativity and Expressive Arts, Performance, Physicality and Wellness: a Conversation with Dr. Paula Thomson and Dr. Victoria Jaque. TechTrends, 2019, 63, 102-107.	2.3	4
26	Developing a Rhetoric of Aesthetics: The (Often) Forgotten Link Between Art and STEM. , 2019, , 117-141.		34
27	Creativity and the Urban Teacher: A STEM-Related Professional Development Program. Creativity Theory and Action in Education, 2019, , 289-311.	1.1	2
28	Creativity, Digitality, and Teacher Professional Development. , 2019, , 123-154.		1
29	Embracing the Inherent Messiness in Urban Education. Advances in Higher Education and Professional Development Book Series, 2019, , 60-83.	0.2	0
30	Creativity and Flow in Surgery, Music, and Cooking: An Interview with Neuroscientist Charles Limb. TechTrends, 2018, 62, 137-142.	2.3	6
31	A Cybernetic Perspective on Design and Creativity: a Conversation with Dr. Paul Pangaro. TechTrends, 2018, 62, 6-10.	2.3	5
32	Creativity, Technology & Education: Exploring their Convergence. Springer Briefs in Educational Communications and Technology, 2018, , .	0.1	6
33	Learning environments that support student creativity: Developing the SCALE. Thinking Skills and Creativity, 2018, 27, 45-54.	3.5	142
34	Everyone Designs: Learner Autonomy through Creative, Reflective, and Iterative Practice Mindsets. Journal of Formative Design in Learning, 2018, 2, 69-81.	1.1	9
35	Creativity as a Sliding Maze: an Interview with Dr. James C. Kaufman. TechTrends, 2018, 62, 321-326.	2.3	4
36	Creativity, Uncertainty, and Beautiful Risks: a Conversation with Dr. Ronald Beghetto. TechTrends, 2018, 62, 541-547.	2.3	4

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37	Creativity as Invention, Discovery, Innovation and Intuition: an Interview with Dr. Richard Buchanan. TechTrends, 2018, 62, 215-220.	2.3	5
38	Crayons Are the Future. Springer Briefs in Educational Communications and Technology, 2018, , 9-16.	0.1	4
39	A NEW Definition of Creativity. Springer Briefs in Educational Communications and Technology, 2018, , 17-23.	0.1	1
40	The Architecture of Creative Learning Environments. Springer Briefs in Educational Communications and Technology, 2018, , 103-109.	0.1	0
41	Between Structure and Improvisation: A Conversation on Creativity as a Social and Collaborative Behavior with Dr. Keith Sawyer. TechTrends, 2017, 61, 13-18.	2.3	9
42	What We Educators Get Wrong About 21st-Century Learning: Results of a Survey. Journal of Digital Learning in Teacher Education, 2017, 33, 6-19.	1.2	64
43	The Courage to be Creative: An Interview with Dr. Yong Zhao. TechTrends, 2017, 61, 515-519.	2.3	3
44	Finding Meaning in Flow: A Conversation with Susan K. Perry on Writing Creatively. TechTrends, 2017, 61, 212-217.	2.3	3
45	The Courageous Rationality of Being a Neuroskeptical Neuroscientist: Dr. Arne Dietrich on Creativity and Education. TechTrends, 2017, 61, 415-419.	2.3	4
46	A New Understanding of our Confusion. Advances in Higher Education and Professional Development Book Series, 2017, , 582-604.	0.2	1
47	Creativity as Resistance. TechTrends, 2016, 60, 309-312.	2.3	4
48	Preference for multitasking, technological dependency, student metacognition, & pervasive technology use: An experimental intervention. Computers in Human Behavior, 2016, 65, 241-251.	8.5	41
49	Downtime as a Key to Novelty Generation: Understanding the Neuroscience of Creativity with Dr. Rex Jung. TechTrends, 2016, 60, 528-531.	2.3	5
50	Navigating the Tensions Inherent in Understanding Creativity: An Interview with Mark Runco. TechTrends, 2016, 60, 415-418.	2.3	9
51	Profiling Scholars of Creativity: Practicing the Process with Dr. Michele Root-Bernstein. TechTrends, 2016, 60, 200-203.	2.3	4
52	Creativity in Mathematics and Beyond – Learning from Fields Medal Winners. TechTrends, 2016, 60, 14-18.	2.3	8
53	E-Leadership and Teacher Development Using ICT. Lecture Notes in Educational Technology, 2016, , 249-266.	0.8	14
54	The educational landscape of the digital age: Communication practices pushing (us) forward. RUSC Universities and Knowledge Society Journal, 2015, 12, 14.	1.4	13

#	ARTICLE	IF	CITATIONS
55	Historical Soundscapes for Creative Synthesis. TechTrends, 2015, 59, 4-8.	2.3	7
56	Rethinking Technology & Creativity in the 21st Century Modeling as a trans-disciplinary formative skill and practice. TechTrends, 2015, 59, 5-10.	2.3	5
57	Rethinking Technology & Creativity in the 21st Century: Empathy through Gaming - Perspective Taking in a Complex World. TechTrends, 2015, 59, 3-8.	2.3	20
58	Embodied Thinking as a Trans-disciplinary Habit of Mind. TechTrends, 2015, 59, 6-11.	2.3	5
59	Modeling as a trans-disciplinary formative skill and practice. TechTrends, 2015, 59, 4-9.	2.3	0
60	Computational thinking in compulsory education: Towards an agenda for research and practice. Education and Information Technologies, 2015, 20, 715-728.	5.7	357
61	The End of the Beginning: An Epilogue. , 2015, , 133-142.		1
62	Creativity, Digitality, and Teacher Professional Development. Advances in Higher Education and Professional Development Book Series, 2015, , 691-722.	0.2	3
63	We Teach who We Are: Creativity in the Lives and Practices of Accomplished Teachers. Teachers College Record, 2015, 117, 1-46.	0.9	45
64	Abstracting as a Trans-disciplinary Habit of Mind. TechTrends, 2014, 58, 3-7.	2.3	11
65	Revisited and Remixed: Creative Variations and Twisting Knobs. TechTrends, 2014, 58, 20-23.	2.3	8
66	Twisting knobs and connecting things: Rethinking Technology & Creativity in the 21st Century. TechTrends, 2014, 58, 15-19.	2.3	21
67	Learning to See: Perceiving as a Trans-disciplinary Habit of Mind. TechTrends, 2014, 58, 9-12.	2.3	6
68	A tale of two courses: Innovation in the Hybrid/Online Doctoral Program at Michigan State University. TechTrends, 2014, 58, 45-53.	2.3	7
69	Making Sense of What You See: Patterning as a Transdisciplinary Habit of Mind. TechTrends, 2014, 58, 2-6.	2.3	3
70	The Technological Pedagogical Content Knowledge Framework. , 2014, , 101-111.		248
71	Rethinking Technology & Creativity in the 21st Century: A Room of Their Own. TechTrends, 2013, 57, 5-9.	2.3	25
72	The Reciprocal Relationship Between Technology and Psychology. TechTrends, 2013, 57, 34-39.	2.3	1

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73	Square Peg, Round Hole, Good Engineering. TechTrends, 2013, 57, 22-25.	2.3	14
74	Creativity, Self-Directed Learning and the Architecture of Technology Rich Environments. TechTrends, 2013, 57, 10-13.	2.3	40
75	A NEW Approach to Defining and Measuring Creativity: Rethinking Technology & Creativity in the 21st Century. TechTrends, 2013, 57, 10-13.	2.3	46
76	What Knowledge Is of Most Worth. Journal of Digital Learning in Teacher Education, 2013, 29, 127-140.	1.2	239
77	What is Technological Pedagogical Content Knowledge (TPACK)?. Journal of Education, 2013, 193, 13-19.	1.1	498
78	Rethinking Technology & Creativity in the 21st Century: Crayons are the Future. TechTrends, 2012, 56, 13-16.	2.3	36
79	Rethinking Technology & Creativity in the 21st Century: On Being In-Disciplined. TechTrends, 2012, 56, 18-21.	2.3	38
80	Thematic Considerations in Integrating TPACK in a Graduate Program. , 2012, , 1-12.		4
81	How Do We Measure TPACK? Let Me Count the Ways. , 2012, , 16-31.		89
82	Deep-play: developing TPACK for 21st century teachers. International Journal of Learning Technology, 2011, 6, 146.	0.2	120
83	Webs of activity in online course design and teaching. Research in Learning Technology, 2011, 12, .	2.3	19
84	Participation in a freshman design sequence and its influence on students' attitudes towards engineering. , 2009, , .		2
85	Alien Games. Games and Culture, 2009, 4, 74-100.	2.8	38
86	Teachersâ€™ Technological Pedagogical Content Knowledge and Learning Activity Types. Journal of Research on Technology in Education, 2009, 41, 393-416.	6.5	640
87	Technological Pedagogical Content Knowledge (TPACK). Journal of Research on Technology in Education, 2009, 42, 123-149.	6.5	984
88	Work in progress - a case study of perception and learning barriers of students in non-major engineering courses. , 2008, , .		1
89	Tracing the development of teacher knowledge in a design seminar: Integrating content, pedagogy and technology. Computers and Education, 2007, 49, 740-762.	8.3	552
90	Using Hypermedia for Learning Complex Concepts in Chemistry: A Qualitative Study on the Relationship Between Prior Knowledge, Beliefs, and Motivation. Education and Information Technologies, 2006, 11, 33-69.	5.7	13

#	ARTICLE	IF	CITATIONS
91	Technological Pedagogical Content Knowledge: A Framework for Teacher Knowledge. Teachers College Record, 2006, 108, 1017-1054.	0.9	4,942
92	What Happens When Teachers Design Educational Technology? The Development of Technological Pedagogical Content Knowledge. Journal of Educational Computing Research, 2005, 32, 131-152.	5.5	819
93	Etiquette and the design of educational technology. Communications of the ACM, 2004, 47, 45-49.	4.5	9
94	Girls as space game designers. , 2003, , .		0
95	On becoming a Web site. First Monday, 0, , .	0.6	2
96	Reforming Our School Systems Around a Humanizing Curriculum: Schooling During and After COVID-19. ECNU Review of Education, 0, , 209653112098075.	1.9	2
97	Games, Claims, Genres, and Learning. , 0, , 497-513.		1
98	Seeing things in the here and now: Exploring mindfulness and creativity with Viviana Capurso. TechTrends, 0, , .	2.3	2
99	Creativity & the Mindful Wanderings of Dr. Jonathan Schooler. TechTrends, 0, , .	2.3	1