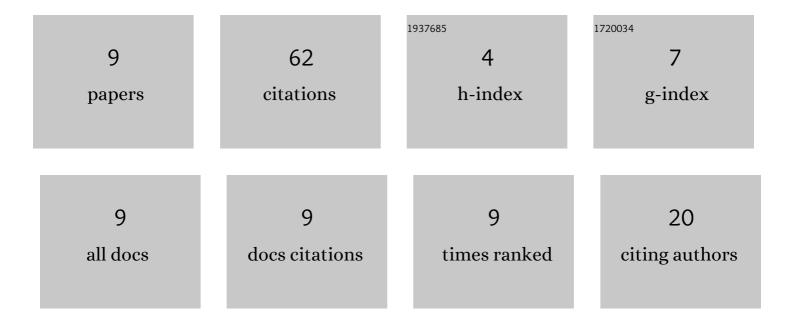
Feray Ugur-Erdogmus

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/6893740/publications.pdf

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#	Article	IF	CITATIONS
1	Effect of Gamified Mobile Applications and the Role of Player Types on the Achievement of Students. Journal of Educational Computing Research, 2022, 60, 1063-1080.	5.5	7
2	How Do Elementary Childhood Education Teachers Perceive Robotic Education in Kindergarten? A Qualitative Study. Participatory Educational Research, 2021, 8, 421-434.	0.8	5
3	The effect of robotic coding education on preschoolers' problem solving and creative thinking skills. Thinking Skills and Creativity, 2021, 40, 100812.	3.5	26
4	Analysis of IT Acceptance Levels, ICT Attitudes, and Individual Innovation Levels of Special Education Teachers and their Opinions. International Journal of Technology in Education, 2021, 4, 553-588.	1.7	2
5	Attitudes of IT teacher candidates towards computer programming and their self-efficacy and opinions regarding to block-based programming. Education and Information Technologies, 2020, 25, 4097-4114.	5.7	8
6	Ortaokul Öğrencilerinin Blok Temelli Kodlama EÄŸitimine DönÃ1⁄4k Öz-yeterlik Algı DÃ1⁄4zeyleri, STEM ve Bilgisayarca DÃ1⁄4ÅŸÃ1⁄4nme Beceri DÃ1⁄4zeyleri. EÄŸitim Teknolojisi Kuram Ve Uygulama, 2020, 10, 469-489.	0.6	3
7	Making novice instructional designers expert: Design and development of an electronic performance support system. Innovations in Education and Teaching International, 2019, 56, 470-480.	2.5	4
8	The Examination of Public Education Center Trainers' Attitudes towards Social Media and Their Self-Efficacy in Social Networks for Instructional Purposes. Participatory Educational Research, 2019, 6, 54-69.	0.8	3
9	EĞİTSEL ROBOT SETLERİ İLE FEN ve TEKNOLOJİ DERSİ BASİT MAKİNALAR KONUSUNUN ORTAOKUL ÖĞRENCİLERİNİN STEM BECERİ DÜZEYLERİNE VE DERSE DÖNÜK TUTUMLARINA ETKİS. Eğitim Uygulama, 2019, 9, 372-391.	7. SINIF T ekn oloji	si Kuram Ve