David Peter Parsons

List of Publications by Year
in descending order

66 papers	722 citations	933264 10 h-index	610775 24 g-index
79 all docs	79 docs citations	79 times ranked	615 citing authors

#	Article	IF	Citations
1	Abductive science inquiry using mobile devices in the classroom. Computers and Education, 2013, 63, 62-72.	5.1	136
2	Cooperation begins: Encouraging critical thinking skills through cooperative reciprocity using a mobile learning game. Computers and Education, 2016, 97, 97-115.	5.1	106
3	A Design Requirements Framework for Mobile Learning Environments. Journal of Computers, 2007, 2, .	0.4	103
4	To Flow and Not to Freeze: Applying Flow Experience to Mobile Learning. IEEE Transactions on Learning Technologies, 2010, 3, 56-67.	2.2	56
5	Risky business or sharing the load? â€“ Social flow in collaborative mobile learning. Computers and Education, 2012, 58, 707-720.	5.1	56
6	Current Perspectives on Augmented Reality in Medical Education: Applications, Affordances and Limitations. Advances in Medical Education and Practice, 2021, Volume 12, 77-91.	0.7	30
7	A Mobile Learning Overview by Timeline and Mind Map. International Journal of Mobile and Blended Learning, 2014, 6, 1-21.	0.5	24
8	Mobile helper for university students. , 2006, , .		22
9	The Impact of Methods and Techniques on Outcomes from Agile Software Development Projects. , 2007, , 235-249.		18
10	An architectural pattern for designing component-based application frameworks. Software - Practice and Experience, 2006, 36, 157-190.	2.5	17
11	Using Trello to Support Agile and Lean Learning with Scrum and Kanban in Teacher Professional Development. , 2018, , .		14
12	A "framework" for object oriented frameworks design. , 0, , .		13
13	A learner-centred design of a location-aware learning reminder. International Journal of Mobile Learning and Organisation, 2008, 2, 187.	0.2	12
14	Mobile Gaming - A Serious Business!. , 2012, , .		11
15	Navigating learning worlds: Using digital tools to learn in physical and virtual spaces. Australasian Journal of Educational Technology, 2019, 35, .	2.0	11
16	Influences on regression testing strategies in agile software development environments. Software Quality Journal, 2014, 22, 717-739.	1.4	10
17	A Mobile Game World for MÄori Language Learning. Communications in Computer and Information Science, 2015, , 84-98.	0.4	8
18	Challenges of Integrating Mobile Technology into Mathematics Instruction in Secondary Schools: An Indonesian Context. Computers in the Schools, 2017, 34, 207-222.	0.4	7

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19	Supporting adaptive learning interactions with ontologies. , 2010, , .		7
20	A Learning Theory Rubric for Evaluating Mobile Learning Activities. International Journal of Online Pedagogy and Course Design, 2017, 7, 24-38.	0.3	7
21	A Location-Based Mobile Game for Business Education. , 2011, , .		6
22	Test Driven Development: Advancing Knowledge by Conjecture and Confirmation. Future Internet, 2011, 3, 281-297.	2.4	5
23	Coderetreats: Reflective Practice and the Game of Life. IEEE Software, 2014, 31, 58-64.	2.1	4
24	The Agile Technique Hour. Lecture Notes in Business Information Processing, 2008, , 246-247.	0.8	4
25	Managing metaâ€learning in offshore software development environments. Journal of Management Development, 2012, 31, 565-583.	1.1	3
26	Jam Today â€“ Embedding BYOD into Classroom Practice. Qscience Proceedings, 2013, 2013, 25.	0.0	3
27	Design from detail: Analyzing data from a global day of coderetreat. Information and Software Technology, 2016, 75, 39-55.	3.0	3
28	COMET: Context Ontology for Mobile Education Technology. Lecture Notes in Computer Science, 2011, , 414-416.	1.0	3
29	Extending the location API for J2ME#8482; to support friend finder services. , 2006, , .		2
30	A Virtual World Workshop Environment for Learning Agile Software Development Techniques. International Journal of Virtual and Personal Learning Environments, 2012, 3, 37-54.	0.4	2
31	Big data analytics on large-scale socio-technical software engineering archives. , 2015, , .		2
32	Mobile Portal Technologies and Business Models. , 2007, , 583-586.		2
33	A Learning Theory Rubric for Evaluating Mobile Learning Activities. , 2020, , 983-998.		2
34	Mobile Portal Technologies and Business Models. , 2009, , 805-810.		2
35	Workgroup structures in offshore software development projects: A vendor case study. , 2009, , .		1
36	An Ontology Supported Abductive Mobile Enquiry Based Learning Application. , 2012, , .		1

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37	Foundational Java. , 2012, , .		1
38	A Comparative Analysis in Evaluating â€˜ThinknLearnâ€™ from Science Educators and High School Students Perspectives. Communications in Computer and Information Science, 2014, , 228-237.	0.4	1
39	Transforming Teacher Education with Digital and Collaborative Learning and Leadership. International Journal of Digital Literacy and Digital Competence, 2015, 6, 30-48.	0.1	1
40	Mobile Learning Policy Formulation and Enactment in New Zealand. Education in the Asia-Pacific Region, 2017, , 423-441.	0.2	1
41	Unit Testing with JUnit. Texts in Computer Science, 2020, , 251-278.	0.5	1
42	The Post-COVID-19 Impact on Distance Learning for New Zealand Teachers. International Journal of Online Pedagogy and Course Design, 2022, 12, 1-16.	0.3	1
43	The social surplus of broadband initiatives in compulsory education. Australasian Journal of Information Systems, 2016, 20, .	0.3	0
44	Evaluating a Mobile Toolkit for Designing Mobile Learning Activities. , 2017, , .		0
45	Integrating Scrum With Other Design Approaches to Support Student Innovation Projects. Advances in Systems Analysis, Software Engineering, and High Performance Computing Book Series, 2021, , 190-208.	0.5	0
46	Test Driven Decomposition of Legacy Systems into Services. Advances in Computer and Electrical Engineering Book Series, 2013, , 269-280.	0.2	0
47	The Agile Hour in a Virtual World. Advances in Educational Technologies and Instructional Design Book Series, 2014, , 196-215.	0.2	0
48	Run Time Reusability in Object-Oriented Schematic Capture. Lecture Notes in Computer Science, 1998, , 561-562.	1.0	0
49	The Agile Hour in a Virtual World. , 2015, , 1386-1405.		0
50	Automatic Building and Testing with Ant. Texts in Computer Science, 2020, , 367-383.	0.5	0
51	Exploring the Java Libraries. Texts in Computer Science, 2020, , 279-298.	0.5	0
52	Creating Domain Classes. Texts in Computer Science, 2020, , 107-140.	0.5	0
53	Data Types, Arithmetic and Arrays. Texts in Computer Science, 2020, , 35-54.	0.5	0
54	The Collections Framework and Generics. Texts in Computer Science, 2020, , 299-337.	0.5	0

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55	Exception Handling. Texts in Computer Science, 2020, , 225-249.	0.5	0
56	Building GUIs with the JFC Swing Library. Texts in Computer Science, 2020, , 437-469.	0.5	0
57	Dialogs and Menus, Models and Views. Texts in Computer Science, 2020, , 525-563.	0.5	0
58	Java Web Servers and the HttpClient. Texts in Computer Science, 2020, , 565-585.	0.5	0
59	Input and Output Streams. Texts in Computer Science, 2020, , 339-366.	0.5	0
60	The Java Story. Texts in Computer Science, 2020, , 1-10.	0.5	0
61	Multithreading. Texts in Computer Science, 2020, , 405-436.	0.5	0
62	A Mobile Learning Overview by Timeline and Mind Map. , 0, , 203-224.		0
63	Management of Knowledge Transfer in Distributed Software Organizations: The Outsourcersâ€™ Perspective. , 2007, , 75-89.		0
64	Mobile Participatory Simulation of COVID-19 Transmission Using the micro:bit. , 2021, , .		0
65	Enablers and barriers for successful completion of study identified by MÄori students on a postgraduate programme for in-service teachers. AlterNative, 2022, 18, 54-66.	0.7	0
66	Evolving Web Application Architectures. , 0, , 138-159.		0