# Maja Videnovik

List of Publications by Year
in descending order

| | | | |
|---|---|---|---|
| 4<br>papers | 41<br>citations | 2682335<br>2<br>h-index | 2917550<br>2<br>g-index |
| 5<br>all docs | 5<br>docs citations | 5<br>times ranked | 16<br>citing authors |

| # | Article | IF | Citations |
|---|---------|----|-----------| 
| 1 | To code or not to code: Introducing coding in primary schools. Computer Applications in Engineering Education, 2021, 29, 1132-1145. | 2.2 | 7 |
| 2 | Increasing quality of learning experience using augmented reality educational games. Multimedia Tools and Applications, 2020, 79, 23861-23885. | 2.6 | 22 |
| 3 | Computational Thinking and Coding Subject in Primary Schools: Methodological Approach Based on Alternative Cooperative and Individual Learning Cycles. , 2018, , . | | 5 |
| 4 | Testing framework for investigating learning outcome from quiz game : A Study From Macedonia and Norway. , 2018, , . | | 7 |