Christopher Dede

List of Publications by Year
in descending order

49 papers	4,758 citations	331538 21 h-index	276775 41 g-index
49 all docs	49 docs citations	49 times ranked	3237 citing authors

#	Article	IF	Citations
1	Immersive Interfaces for Engagement and Learning. Science, 2009, 323, 66-69.	6.0	1,016
2	Affordances and Limitations of Immersive Participatory Augmented Reality Simulations for Teaching and Learning. Journal of Science Education and Technology, 2009, 18, 7-22.	2.4	953
3	A Research Agenda for Online Teacher Professional Development. Journal of Teacher Education, 2009, 60, 8-19.	2.0	400
4	EcoMOBILE: Integrating augmented reality and probeware with environmental education field trips. Computers and Education, 2013, 68, 545-556.	5.1	357
5	The evolution of distance education: Emerging technologies and distributed learning. American Journal of Distance Education, 1996, 10, 4-36.	1.0	310
6	A Model for Understanding How Virtual Reality Aids Complex Conceptual Learning. Presence: Teleoperators and Virtual Environments, 1999, 8, 293-316.	0.3	218
7	A multiâ€user virtual environment for building and assessing higher order inquiry skills in science. British Journal of Educational Technology, 2010, 41, 56-68.	3.9	156
8	Emerging influences of information technology on school curriculum. Journal of Curriculum Studies, 2000, 32, 281-303.	1.2	137
9	Games and Immersive Participatory Simulations for Science Education: An Emerging Type of Curricula. Journal of Science Education and Technology, 2007, 16, 1-3.	2.4	131
10	Assessment, Technology, and Change. Journal of Research on Technology in Education, 2010, 42, 309-328.	4.0	121
11	Design for Scalability: A Case Study of the River City Curriculum. Journal of Science Education and Technology, 2009, 18, 353-365.	2.4	101
12	Model-Based Teaching and Learning with BioLogicaâ„¢: What Do They Learn? How Do They Learn? How Do We Know?. Journal of Science Education and Technology, 2004, 13, 23-41.	2.4	100
13	Situated Learning in Virtual Worlds and Immersive Simulations. , 2014, , 723-734.		100
14	Investigating relationships between school context, teacher professional development, teaching practices, and student achievement in response to a nationwide science reform. Teaching and Teacher Education, 2018, 72, 107-121.	1.6	79
15	A multi-user virtual environment to support students' self-efficacy and interest in science: A latent growth model analysis. Learning and Instruction, 2016, 41, 11-22.	1.9	60
16	Emerging Technologies for Learning Science: A Time of Rapid Advances. Journal of Science Education and Technology, 2009, 18, 301-304.	2.4	51
17	Many ways to walk a mile in anotherâ€™s moccasins: Type of social perspective taking and its effect on negotiation outcomes. Computers in Human Behavior, 2015, 52, 523-532.	5.1	51
18	Learning to Reason about Ecosystems Dynamics over Time: The Challenges of an Event-Based Causal Focus. BioScience, 2013, 63, 288-296.	2.2	42

#	Article	IF	Citations
19	<i>Comments on Greenhow, Robelia, and Hughes:</i> Technologies That Facilitate Generating Knowledge and Possibly Wisdom. Educational Researcher, 2009, 38, 260-263.	3.3	38
20	Using a threeâ€dimensional thinking graph to support inquiry learning. Journal of Research in Science Teaching, 2018, 55, 1239-1263.	2.0	32
21	Using Mobile Locationâ€Based Augmented Reality to Support Outdoor Learning in Undergraduate Ecology and Environmental Science Courses. Bulletin of the Ecological Society of America, 2018, 99, 259-276.	0.2	29
22	Exploring Ecosystems from the Inside: How Immersive Multi-user Virtual Environments Can Support Development of Epistemologically Grounded Modeling Practices in Ecosystem Science Instruction. Journal of Science Education and Technology, 2015, 24, 148-167.	2.4	27
23	Supports for deeper learning of inquiry-based ecosystem science in virtual environments - Comparing virtual and physical concept mapping. Computers in Human Behavior, 2018, 87, 459-469.	5.1	24
24	"Neomillennial" Learning Styles Propagated by Wireless Handheld Devices. , 2007, , 35-66.		24
25	Emerging Technologies in Distance Education for Business. Journal of Education for Business, 1996, 71, 197-204.	0.9	23
26	Using Digital Resources for Motivation and Engagement in Learning Mathematics: Reflections from Teachers and Students. Digital Experiences in Mathematics Education, 2016, 2, 253-277.	1.0	23
27	Adapting to large-scale changes in Advanced Placement Biology, Chemistry, and Physics: the impact of online teacher communities. International Journal of Science Education, 2018, 40, 397-420.	1.0	22
28	Teacher Perceptions of the Practicality and Effectiveness of Immersive Ecological Simulations as Classroom Curricula. International Journal of Virtual and Personal Learning Environments, 2013, 4, 66-77.	0.4	15
29	Scaffolding ecosystems science practice by blending immersive environments and computational modeling. British Journal of Educational Technology, 2019, 50, 2181-2202.	3.9	13
30	When Do Students in Low-SES Schools Perform Better-Than-Expected on a High-Stakes Test? Analyzing School, Teacher, Teaching, and Professional Development Characteristics. Urban Education, 2020, 55, 1280-1314.	1.2	13
31	Technology-rich activities: One type does not motivate all. Contemporary Educational Psychology, 2018, 54, 153-170.	1.6	12
32	Interaction principles for digital puppeteering to promote teacher learning. Journal of Research on Technology in Education, 2021, 53, 107-123.	4.0	11
33	Shifts in Student Motivation during Usage of a Multi-User Virtual Environment for Ecosystem Science. International Journal of Virtual and Personal Learning Environments, 2014, 5, 1-16.	0.4	9
34	Artificial Intelligence and Technology in Teaching Negotiation. Negotiation Journal, 2021, 37, 65-82.	0.3	9
35	Online Learning and Residentsâ€™ Acquisition of Mechanical Ventilation Knowledge: Sequencing Matters. Critical Care Medicine, 2020, 48, e1-e8.	0.4	7
36	Assessing Science Identity Exploration in Immersive Virtual Environments: A Mixed Methods Approach. Journal of Experimental Education, 2021, 89, 468-489.	1.6	7

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37	Analyzing student thinking reflected in self-constructed cognitive maps and its influence on inquiry task performance. Instructional Science, 2021, 49, 287.	1.1	6
38	Identifying Levers Related to Student Performance on High-Stakes Science Exams: Examining School, Teaching, Teacher, and Professional Development Characteristics. Teachers College Record, 2020, 122, 1-64.	0.4	6
39	Differences in Student Trajectories via Filtered Time Series Analysis in an Immersive Virtual World. , 2019, , .		5
40	Assessing computational thinking through the lenses of functionality and computational fluency. Computer Science Education, 2021, 31, 199-223.	2.7	5
41	Culture and vision in virtual reality narratives. Foreign Language Annals, 2020, 53, 733-760.	0.6	5
42	"Neomillennial" Learning Styles Propagated by Wireless Handheld Devices. , 2009, , 626-650.		3
43	Reinventing the Role of Information and Communications Technologies in Education. Teachers College Record, 2007, 109, 11-38.	0.4	3
44	From the Inside Out: Teacher Responses to the AP Curriculum Redesign. Journal of Science Teacher Education, 2020, 31, 208-225.	1.4	2
45	The Long-Term Evolution of Effective Schools. Educational Forum, 1987, 51, 65-79.	0.9	1
46	Designing a Distributed Learning Experience. , 2009, , 548-554.		1
47	Changing Images of man. Futures, 1982, 14, 568-569.	1.4	0
48	Future survey annual 1981â€“82. Futures, 1983, 15, 419-420.	1.4	0
49	Designing a Distributed Learning Experience. , 2005, , 518-524.		0