

Leonard A Annetta

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7384993/publications.pdf>

Version: 2024-02-01

8

papers

726

citations

1937685

4

h-index

1588992

8

g-index

9

all docs

9

docs citations

9

times ranked

710

citing authors

#	ARTICLE	IF	CITATIONS
1	Investigating the impact of video games on high school students'™ engagement and learning about genetics. Computers and Education, 2009, 53, 74-85.	8.3	450
2	Is inquiry possible in light of accountability?: A quantitative comparison of the relative effectiveness of guided inquiry and verification laboratory instruction. Science Education, 2010, 94, 577-616.	3.0	253
3	Using game design to increase teachers'™ familiarity with design thinking. International Journal of Technology and Design Education, 2022, 32, 1023-1035.	2.6	8
4	Measuring Student Perceptions. International Journal of Gaming and Computer-Mediated Simulations, 2010, 2, 24-42.	1.1	6
5	The Effect Teaching Experience Has on Perceived Effectiveness of Interactive Television as a Distance Education Model for Elementary School Science Teacher's Professional Development: Another Digital Divide?. Journal of Science Education and Technology, 2004, 13, 485-494.	3.9	2
6	Augmented Reality Applications for Teaching Chemistry across the K-20 Curriculum. ACS Symposium Series, 2019, , 23-30.	0.5	2
7	Teaching Technology Design: Practicing Teachers Designing Serious Educational Games. Smart Computing and Intelligence, 2019, , 267-273.	0.5	1
8	Cognitive Modeling of Learning Using Big Data From a Science-Based Game Development Environment. International Journal of Game-Based Learning, 2020, 10, 22-39.	1.4	0