

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