Andreja Istenic Starcic

List of Publications by Year
in descending order

54	845	686830	525886
papers	citations	13	27
		h-index	g-index

56	56	56	662
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Publication patterns in the social sciences and humanities: evidence from eight European countries. Scientometrics, 2018, 116, 463-486.	1.6	131
2	A Review of Artificial Intelligence (AI) in Education from 2010 to 2020. Complexity, 2021, 2021, 1-18.	0.9	102
3	Engaging preservice primary and preprimary school teachers in digital storytelling for the teaching and learning of mathematics. British Journal of Educational Technology, 2016, 47, 29-50.	3.9	84
4	<scp>ICT</scp>â€supported learning for inclusion of people with special needs: Review of seven educational technology journals, 1970â€"2011. British Journal of Educational Technology, 2014, 45, 202-230.	3.9	76
5	Tablet-based cross-curricular maths vs. traditional maths classroom practice for higher-order learning outcomes. Computers and Education, 2017, 114, 1-23.	5.1	51
6	Are book publications disappearing from scholarly communication in the social sciences and humanities?. Aslib Journal of Information Management, 2018, 70, 592-607.	1.3	45
7	Multilingual publishing in the social sciences and humanities: A sevenâ€country European study. Journal of the Association for Information Science and Technology, 2020, 71, 1371-1385.	1.5	40
8	Designâ€based research on the use of a tangible user interface for geometry teaching in an inclusive classroom. British Journal of Educational Technology, 2013, 44, 729-744.	3.9	38
9	Online learning under COVID-19: re-examining the prominence of video-based and text-based feedback. Educational Technology Research and Development, 2021, 69, 117-121.	2.0	23
10	Tablet game-supported speech therapy embedded in childrenâ€™s popular practices. Behaviour and Information Technology, 2018, 37, 693-702.	2.5	17
11	Human learning and learning analytics in the age of artificial intelligence. British Journal of Educational Technology, 2019, 50, 2974-2976.	3.9	16
12	User-centred app design for speech sound disorders interventions with tablet computers. Universal Access in the Information Society, 2018, 17, 821-832.	2.1	15
13	Information Communication Technology Use among Students in Inclusive Classrooms. International Journal of Emerging Technologies in Learning, 2018, 13, 56.	0.8	15
14	Students' well-being in nursing undergraduate education. Nurse Education Today, 2013, 33, 692-697.	1.4	14
15	Are preâ€service teachers disinclined to utilise embodied humanoid social robots in the classroom?. British Journal of Educational Technology, 2021, 52, 2340-2358.	3.9	13
16	Investigation of University Studentsâ€™ Perceptions of Their Educators as Role Models and Designers of Digitalized Curricula. Human Technology, 2020, 16, 55-91.	0.4	13
17	Vocational students with severe learning difficulties learning on the Internet. British Journal of Educational Technology, 2010, 41, E155.	3.9	12
18	Designing Learning for Sustainable Development: Digital Practices as Boundary Crossers and Predictors of Sustainable Lifestyles. Sustainability, 2018, 10, 2030.	1.6	12

#	Article	IF	Citations
19	The Robot in the Classroom: A Review of a Robot Role. Lecture Notes in Computer Science, 2020, , 347-357.	1.0	11
20	Potentials of the Tangible User Interface (TUI) in Enhancing Inclusion of People with Special Needs in the ICT-Assisted Learning and e-Accessibility. Lecture Notes in Computer Science, 2012, , 261-270.	1.0	10
21	Shifting to digital during COVID-19: are teachers empowered to give voice to students?. Educational Technology Research and Development, 2021, 69, 43-46.	2.0	10
22	Transforming Pedagogical Approaches Using Tangible User Interface Enabled Computer Assisted Learning. International Journal of Emerging Technologies in Learning, 2015, 10, 42.	0.8	9
23	Students' Attitudes on Social Network Sites and their Actual Use for Career Management Competences and Professional Identity Development. International Journal of Emerging Technologies in Learning, 2017, 12, 65.	0.8	9
24	A review of social robots in classrooms:. Education and Self Development, 2019, 14, 93-106.	0.2	9
25	An interactive tangible user interface application for learning addition concepts. British Journal of Educational Technology, 2011, 42, E131-E135.	3.9	8
26	THE EFFECT OF OUTDOOR LESSONS IN NATURAL SCIENCES ON STUDENTS' KNOWLEDGE, THROUGH TABLETS AND EXPERIENTIAL LEARNING. Journal of Baltic Science Education, 2020, 19, 747-763.	0.4	8
27	Pre-service teachers' concerns about social robots in the classroom: A model for development. Education and Self Development, 2021, 16, 60-87.	0.2	7
28	Toward deep impacts of BIM on education. Frontiers of Engineering Management, 2020, 7, 81-88.	3.3	6
29	Pre-Service and In-Service Teachers' Views on Gamification. International Journal of Emerging Technologies in Learning, 2022, 17, 83-103.	0.8	6
30	Designing educational tablet games with the interdisciplinary team of students: Developing university-industry partnerships. , 2017, , .		4
31	Competence management system design in international multicultural environment: Registration, transfer, recognition and transparency. British Journal of Educational Technology, 2012, 43, E108.	3.9	3
32	The Online Learning Resources Definition and Students' Use in Higher Education Across Disciplines. Lecture Notes in Computer Science, 2018, , 371-380.	1.0	3
33	Geodesy students in Slovenia and information & communication technology. Geodetski Vestnik, 2010, 54, 070-087.	0.2	3
34	Sustaining Teacher's Professional Development and Training through Web-Based Communities of Practice. , 2008, , .		2
35	Factors Related to the Use of Online Learning Resources: The Perception of Environmental and Contextual Barriers of Students with Special Educational Needs and Their Peers. Lecture Notes in Computer Science, 2018, , 329-336.	1.0	2
36	Examining the contemporary digital divide of university students with specific reference to students with special educational needs. British Journal of Educational Technology, 2020, 51, 2422-2441.	3.9	2

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37	A Stranger in the Classroom: Pre-service Teachers' Anxiety and Negative Attitudes Toward Humanoid Social Robots. Lecture Notes in Computer Science, 2021, , 461-473.	1.0	2
38	Editorial: Learning and Development. Education and Self Development, 2021, 16, 6-7.	0.2	2
39	Teacher's Social and Emotional Competences: A Study Among Student Teachers and Students in Education Science in Slovenia. European Journal of Educational Research, 2021, 10, 2033-2044.	0.7	2
40	Kompetence zdravstvene nege ter opredelitev strategij razvoja kompetenc na dodiplomskem Å¡tudiju zdravstvene nege. Obzornik Zdravstvene Nege, 2014, 48, .	0.1	2
41	Learning Environments â€" Not Just Smart for Some!. Lecture Notes in Computer Science, 2014, , 520-527.	1.0	1
42	Problem-Based Geometry in Seventh Grade: Examining the Effect of Path-Based Vs. Conventional Instruction on Learning Outcomes. International Journal of Emerging Technologies in Learning, 2021, 16, 16.	0.8	1
43	The concretization of the term sustainable spatial development for the assessment of child and juvenile awareness. Urbani Izziv, 2009, 20, 153-163.	0.2	1
44	Sustainable spatial development in higher education. Urbani Izziv, 2015, 26, 105-120.	0.2	1
45	How Communion and Agentic Beliefs Predict Technology-Supported Formal and Informal Learning. International Journal of Emerging Technologies in Learning, 2022, 17, 171-193.	0.8	1
46	Environment Protection and University Technical Curriculum. Geodetski Vestnik, 2015, 59, 056-070.	0.2	0
47	Ubiquitous Learning and Digital Literacy Practices Connecting Teacher and Learner. , 2016, , .		0
48	Social Media and the High School Environment. Lecture Notes in Computer Science, 2018, , 362-370.	1.0	0
49	Konkretizacija pojma trajnostnega prostorskega razvoja za oceno osveÅ¡Äenosti otrok in mladostnikov. Urbani Izziv, 2009, 20, 33-42.	0.2	0
50	Statistical and demographic analysis of geodesy students apprentices in Slovenia in the period from 2008 to 2011. Geodetski Vestnik, 2012, 56, 513-533.	0.2	0
51	Sustainable spatial development in higher education. Urbani Izziv, 2015, 26, 40-55.	0.2	0
52	Motion Capture Technology Supporting Cognitive, Psychomotor, and Affective-Social Learning. Lecture Notes in Computer Science, 2018, , 293-297.	1.0	0
53	E-Learning and M-Learning for Students with Special Learning Needs. Advances in Mobile and Distance Learning Book Series, 0, , 273-278.	0.4	0
54	How do Slovenian Educators feel about Gamification? Interested to Know More. Education and Self Development, 2022, 17, 99-109.	0.2	0