José Antonio González-Calero

List of Publications by Year
in descending order

34	765	687220	580701
34	**765**	**13**	**25**
papers	citations	h-index	g-index
35	**35**	**35**	**476**
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	The effect of after-school extracurricular robotic classes on elementary students' computational thinking. Interactive Learning Environments, 2023, 31, 3939-3950.	4.4	1
2	Impact of a gamified platform in the promotion of reading comprehension and attitudes towards reading in primary education. Computer Assisted Language Learning, 2023, 36, 669-693.	4.8	10
3	Strolling through a city of the Roman Empire: an analysis of the potential of virtual reality to teach history in Primary Education. Interactive Learning Environments, 2022, 30, 608-618.	4.4	51
4	The effect of personalized feedback on listening and reading skills in the learning of EFL. Computer Assisted Language Learning, 2022, 35, 469-491.	4.8	19
5	Computational thinking in K-12 education. An insight through meta-analysis. Journal of Research on Technology in Education, 2022, 54, 410-437.	4.0	20
6	Promoting second graders' attitudes towards technology through computational thinking instruction. International Journal of Technology and Design Education, 2022, 32, 2019-2037.	1.7	4
7	Exploring the development of mental rotation and computational skills in elementary students through educational robotics. International Journal of Child-Computer Interaction, 2022, 32, 100388.	2.5	8
8	Unplugged Activities in Cross-Curricular Teaching: Effect on Sixth Graders' Computational Thinking and Learning Outcomes. Multimodal Technologies and Interaction, 2022, 6, 13.	1.7	9
9	Effects of virtual reality on learning outcomes in K-6 education: A meta-analysis. Educational Research Review, 2022, 35, 100434.	4.1	87
10	Using intra-task flexibility on an intelligent tutoring system to promote arithmetic problem-solving proficiency. British Journal of Educational Technology, 2022, 53, 1976-1992.	3.9	5
11	Towards a coordinated vision of ICT in education: A comparative analysis of Preschool and Primary Education teachers' and parents' perceptions. Teaching and Teacher Education, 2021, 100, 103300.	1.6	19
12	Gamificando la Evaluación: Una Alternativa a la Evaluación Tradicional en Educación Primaria. REICE Revista Iberoamericana Sobre Calidad, Eficacia Y Cambio En Educacion, 2021, 19, .	0.5	2
13	Active learning in history teaching in higher education: The effect of inquiry-based learning and a student response system-based formative assessment in teacher training. Australasian Journal of Educational Technology, 2021, 37, 61-76.	2.0	14
14	Computational thinking and mathematics using Scratch: an experiment with sixth-grade students. Interactive Learning Environments, 2020, 28, 316-327.	4.4	87
15	Integration of Augmented Reality in the Teaching of English as a Foreign Language in Early Childhood Education. Early Childhood Education Journal, 2020, 48, 147-155.	1.6	60
16	The role of language on the reversal error. A study with bilingual Basque-Spanish students. Mathematical Thinking and Learning, 2020, 22, 214-232.	0.7	4
17	Exploring the Effect of Training in Visual Block Programming for Preservice Teachers. Multimodal Technologies and Interaction, 2020, 4, 65.	1.7	17
18	Computational thinking through unplugged activities in early years of Primary Education. Computers and Education, 2020, 150, 103832.	5.1	118

#	Article	IF	Citations
19	Augmented Reality in Higher Education: An Evaluation Program in Initial Teacher Training. Education Sciences, 2020, 10, 26.	1.4	52
20	The development of mental rotation abilities through roboticsâ€based instruction: An experience mediated by gender. British Journal of Educational Technology, 2019, 50, 3198-3213.	3.9	11
21	AnÃ¡lisis de la motivaciÃ³n ante el uso de la realidad virtual en la enseÃ±anza de la historia en futuros maestros. Edutec, 2019, , 1-14.	0.2	9
22	AnÃ¡lisis de la autopercepciÃ³n sobre el nivel de competencia digital docente en la formaciÃ³n inicial de maestros/as.. Revista Electronica Interuniversitaria De Formacion Del Profesorado, 2019, 22, 193-218.	0.2	31
23	Fundamentos de diseÃ±o de un entorno tecnolÃ³gico para el estudio de las habilidades en resoluciÃ³n de problemas en primeras edades escolares. Research in Education and Learning Innovation Archives, 2019, , 60.	0.3	2
24	Indexical Expressions in Word Problems and their Influence on Multiple Referents of the Unknown. International Journal of Science and Mathematics Education, 2018, 16, 1147-1167.	1.5	3
25	An assessment of the sources of the reversal error through classic and new variables. Educational Studies in Mathematics, 2018, 99, 43-56.	1.8	10
26	Computational Thinking Initiation. An experience with robots in Primary Education. Journal of Research in Science Mathematics and Technology Education, 2018, 1, 181-206.	0.3	10
27	Adding sensor-free intention-based affective support to an Intelligent Tutoring System. Knowledge-Based Systems, 2017, 132, 85-93.	4.0	12
28	Using System Dynamics to Model Student Performance in an Intelligent Tutoring System. , 2017, , .		2
29	Intensive scaffolding in an intelligent tutoring system for the learning of algebraic word problem solving. British Journal of Educational Technology, 2015, 46, 1189-1200.	3.9	15
30	Influence of additive and multiplicative structure and direction of comparison on the reversal error. Educational Studies in Mathematics, 2015, 89, 133-147.	1.8	12
31	Emulating Human Supervision in an Intelligent Tutoring System for Arithmetical Problem Solving. IEEE Transactions on Learning Technologies, 2014, 7, 155-164.	2.2	22
32	Fundamentals of the design and the operation of an intelligent tutoring system for the learning of the arithmetical and algebraic way of solving word problems. Computers and Education, 2013, 63, 119-130.	5.1	33
33	Solving word problems algebraically in a spreadsheet environment in a primary school. Research in Mathematics Education, 2013, 15, 305-306.	1.0	1
34	Domain Specific Knowledge Representation for an Intelligent Tutoring System to Teach Algebraic Reasoning. Lecture Notes in Computer Science, 2012, , 630-631.	1.0	5