

# June Ahn

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7654082/publications.pdf>

Version: 2024-02-01

52  
papers

1,145  
citations

840585

11  
h-index

552653

26  
g-index

54  
all docs

54  
docs citations

54  
times ranked

870  
citing authors

#	ARTICLE	IF	CITATIONS
1	Establishing Trustworthiness Through Algorithmic Approaches to Qualitative Research. Communications in Computer and Information Science, 2021, , 47-61.	0.4	4
2	Correction to: Establishing Trustworthiness Through Algorithmic Approaches to Qualitative Research. Communications in Computer and Information Science, 2021, , C1-C1.	0.4	0
3	Co-Designing for Privacy, Transparency, and Trust in K-12 Learning Analytics. , 2021, , .		5
4	Making Sense of Sensemaking: Understanding How Kâ€“12 Teachers and Coaches React to Visual Analytics. Journal of Learning Analytics, 2021, 8, 60-80.	1.8	11
5	Negotiating Equity Priorities Within Systems Change: A Case Study of a District-Level Initiative to Implement K12 Computer Science Education. Computing in Science and Engineering, 2020, 22, 7-19.	1.2	5
6	A Letter From the Editors: Reflections on Generative, Cross-Cutting, Transformative, and Timely Education Research. Educational Researcher, 2020, 49, 395-397.	3.3	0
7	Where's the Learning in Education Crowdsourcing?. , 2020, , .		3
8	A mixed-methods analysis of mechanisms to support college enrollment among low-income high school students.. Translational Issues in Psychological Science, 2020, 6, 118-131.	0.6	3
9	Designing in Context: Reaching Beyond Usability in Learning Analytics Dashboard Design. Journal of Learning Analytics, 2019, 6, .	1.8	59
10	Connecting childrenâ€™s scientific funds of knowledge shared on social media to science concepts. International Journal of Child-Computer Interaction, 2019, 21, 54-64.	2.5	12
11	Inaugural issue perspectives on<i>Information and Learning Sciences</i> as an integral scholarly nexus. Information and Learning Science, 2019, 120, 2-18.	0.8	8
12	Equity in the Who, How and What of Computer Science Education: K12 School District Conceptualizations of Equity in â€“CS for Allâ€™™ Initiatives. , 2019, , .		26
13	Building Worlds. Games and Culture, 2018, 13, 440-458.	1.7	15
14	Designing to illuminate children's scientific funds of knowledge through social media sharing. , 2018, , .		6
15	Science Everywhere. , 2018, , .		24
16	The Game of Performing Play. , 2017, , .		50
17	Student Enrollment Patterns and Achievement in Ohioâ€™™s Online Charter Schools. Educational Researcher, 2017, 46, 44-57.	3.3	89
18	Learning about Learning through Participatory Design with Families. , 2017, , 45-58.		1

#	ARTICLE	IF	CITATIONS
19	Traversing Transmedia Together. , 2016, , .		17
20	Seeing the unseen learner: designing and using social media to recognize children's science dispositions in action. Learning, Media and Technology, 2016, 41, 252-282.	2.1	15
21	Pervasive Play. , 2016, , .		7
22	Revealing mutually constitutive ties between the information and learning sciences. Information Society, 2016, 32, 81-84.	1.7	6
23	The Evolution of Engagements and Social Bonds During Child-Parent Co-design. , 2016, , .		37
24	Open Education in the Wild. , 2015, , .		2
25	The role of school librarians in enhancing science learning. Journal of Librarianship and Information Science, 2015, 47, 3-16.	1.6	11
26	Designing futures for peer-to-peer learning @ CSCW. , 2014, , .		1
27	"It helped me do my science." , 2014, , .		15
28	Selfies for science. , 2014, , .		3
29	CHI 2039. , 2014, , .		25
30	CTArcade: Computational thinking with games in school age children. International Journal of Child-Computer Interaction, 2014, 2, 26-33.	2.5	75
31	Youth beyond borders: Methodological challenges in youth information interaction. Proceedings of the American Society for Information Science and Technology, 2014, 51, 1-5.	0.2	2
32	Young people's engagement in content creation an analysis of outliers. Proceedings of the American Society for Information Science and Technology, 2013, 50, 1-12.	0.2	0
33	SINQ. , 2013, , .		1
34	Using social media and learning analytics to understand how children engage in scientific inquiry. , 2013, , .		3
35	Playing for real. , 2013, , .		14
36	Learning to be a better q'er in social Q&A sites: Social norms and information artifacts. Proceedings of the American Society for Information Science and Technology, 2013, 50, 1-10.	0.2	10

#	ARTICLE	IF	CITATIONS
37	The show must go on: The presentation of self during interpersonal conflict on Facebook. Proceedings of the American Society for Information Science and Technology, 2013, 50, 1-10.	0.2	1
38	Teens and social media: Where are we now, where next?. Proceedings of the American Society for Information Science and Technology, 2013, 50, 1-4.	0.2	0
39	The Dynamics of Open, Peer-to-Peer Learning: What Factors Influence Participation in the P2P University?. , 2013, , .		13
40	What can we learn from Facebook activity?. , 2013, , .		34
41	SINQ. , 2012, , .		9
42	Reimagining the Role of School Libraries in STEM Education: Creating Hybrid Spaces for Exploration. Library Quarterly, 2012, 82, 161-182.	0.4	39
43	Youth identities as remixers in an online community of storytellers: Attitudes, strategies, and values. Proceedings of the American Society for Information Science and Technology, 2012, 49, 1-10.	0.2	11
44	Teenagersâ€™ Experiences With Social Network Sites: Relationships to Bridging and Bonding Social Capital. Information Society, 2012, 28, 99-109.	1.7	94
45	Teenagers and social network sites: Do off-line inequalities predict their online social networks?. First Monday, 2012, 17, .	0.6	11
46	The effect of social network sites on adolescents' social and academic development: Current theories and controversies. Journal of the Association for Information Science and Technology, 2011, 62, 1435-1445.	2.6	195
47	Social media access in K-12 schools: Intractable policy controversies in an evolving world. Proceedings of the American Society for Information Science and Technology, 2011, 48, 1-10.	0.2	23
48	Digital Divides and Social Network Sites: Which Students Participate in Social Media?. Journal of Educational Computing Research, 2011, 45, 147-163.	3.6	66
49	The Role of Social Network Locations in the College Access Mentoring of Urban Youth. Education and Urban Society, 2010, 42, 839-859.	0.8	11
50	An Introduction to â€œEarly Collegeâ€ Education Finance and Policy, 2007, 2, 175-187.	1.2	4
51	Open badges for education: what are the implications at the intersection of open systems and badging?. Research in Learning Technology, 0, 22, .	2.3	55
52	Korean mothersâ€™ KakaoStory use and its relationship to psychological well-being. First Monday, 0, , .	0.6	5