

Eileen Scanlon

List of Publications by Year in descending order

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Version: 2024-02-01

66
papers

1,642
citations

304743

22
h-index

302126

39
g-index

68
all docs

68
docs citations

68
times ranked

1222
citing authors

#	ARTICLE	IF	CITATIONS
1	Mobile learning: Two case studies of supporting inquiry learning in informal and semiformal settings. <i>Computers and Education</i> , 2013, 61, 21-32.	8.3	130
2	Combining interaction and context design to support collaborative argumentation using a tool for synchronous CMC. <i>Journal of Computer Assisted Learning</i> , 2004, 20, 194-204.	5.1	119
3	Museum learning via social and mobile technologies: (How) can online interactions enhance the visitor experience?. <i>British Journal of Educational Technology</i> , 2012, 43, 802-819.	6.3	110
4	Activity Theory and Higher Education: evaluating learning technologies. <i>Journal of Computer Assisted Learning</i> , 2005, 21, 430-439.	5.1	99
5	Using technology in Higher Education: an Activity Theory perspective. <i>Journal of Computer Assisted Learning</i> , 2002, 18, 77-83.	5.1	94
6	Remote experiments, re-versioning and re-thinking science learning. <i>Computers and Education</i> , 2004, 43, 153-163.	8.3	74
7	Reconsidering simulations in science education at a distance: features of effective use. <i>Journal of Computer Assisted Learning</i> , 2007, 23, 491-502.	5.1	74
8	Using remote laboratories to extend access to science and engineering. <i>Computers and Education</i> , 2002, 38, 65-76.	8.3	73
9	Contexts for evaluating educational software. <i>Interacting With Computers</i> , 1999, 11, 499-516.	1.5	62
10	Personal Inquiry: Orchestrating Science Investigations Within and Beyond the Classroom. <i>Journal of the Learning Sciences</i> , 2015, 24, 308-341.	2.9	59
11	PDA's as lifelong learning tools: an activity theory based analysis. <i>Learning, Media and Technology</i> , 2005, 30, 107-130.	3.2	51
12	nQuire: Technological Support for Personal Inquiry Learning. <i>IEEE Transactions on Learning Technologies</i> , 2012, 5, 157-169.	3.2	47
13	Scholarship in the digital age: Open educational resources, publication and public engagement. <i>British Journal of Educational Technology</i> , 2014, 45, 12-23.	6.3	47
14	Motivation, Engagement and Learning through Digital Games. <i>International Journal of Virtual and Personal Learning Environments</i> , 2011, 2, 1-16.	0.6	44
15	Contemporary approaches to learning science: technologically-mediated practical work. <i>Studies in Science Education</i> , 2002, 38, 73-114.	5.4	43
16	Mobile technologies: prospects for their use in learning in informal science settings. <i>Journal of Interactive Media in Education</i> , 2006, 2005, 23.	1.7	41
17	How technology resources can be used to represent personal inquiry and support students' understanding of it across contexts. <i>Journal of Computer Assisted Learning</i> , 2011, 27, 516-529.	5.1	35
18	Computer-supported collaborative learning: Problem solving and distance education. <i>Computers and Education</i> , 1990, 15, 127-136.	8.3	34

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19	Mobile Incidental Learning to Support the Inclusion of Recent Immigrants. <i>Ubiquitous Learning</i> , 2015, 7, 9-21.	0.2	31
20	Investigating cooperation and collaboration in near synchronous computer mediated conferences. <i>Computers and Education</i> , 2006, 46, 322-335.	8.3	30
21	How gender influences learners working collaboratively with science simulations. <i>Learning and Instruction</i> , 2000, 10, 463-481.	3.2	25
22	Designing for Educational Technology to Enhance the Experience of Learners in Distance Education: How Open Educational Resources, Learning Design and Moocs Are Influencing Learning. <i>Journal of Interactive Media in Education</i> , 2015, 2015, .	1.7	25
23	Digital maps for learning: A review and prospects. <i>Computers and Education</i> , 2004, 43, 91-107.	8.3	22
24	The Gaming Involvement and Informal Learning Framework. <i>Simulation and Gaming</i> , 2014, 45, 611-626.	1.9	21
25	Talk Factory: supporting "exploratory talk" around an interactive whiteboard in primary school science plenaries. <i>Technology, Pedagogy and Education</i> , 2013, 22, 89-102.	5.4	19
26	Educational Technology: The Influence of Theory. <i>Journal of Interactive Media in Education</i> , 2002, 2002, 6.	1.7	17
27	Learning Science On-line. <i>Studies in Science Education</i> , 1997, 30, 57-92.	5.4	16
28	The use of ICT to support the development of practical music skills through acquiring keyboard skills: a classroom based study. <i>Computers and Education</i> , 2006, 46, 391-406.	8.3	16
29	The Sense-it App. <i>International Journal of Mobile and Blended Learning</i> , 2017, 9, 16-38.	0.8	15
30	Investigating the relationships between informal learning and player involvement in digital games. <i>Learning, Media and Technology</i> , 2012, 37, 321-327.	3.2	14
31	Running in the rain: using a shared simulation to solve open-ended physics problems. <i>Physics Education</i> , 1993, 28, 107-113.	0.5	12
32	Educational Technology Research: Contexts, Complexity and Challenges. <i>Journal of Interactive Media in Education</i> , 2021, 2021, .	1.7	11
33	Personal inquiry: innovations in participatory design and models for inquiry learning. <i>Educational Media International</i> , 2010, 47, 277-292.	1.7	10
34	Open educational resources in support of science learning: tools for inquiry and observation. <i>Distance Education</i> , 2012, 33, 221-236.	3.9	10
35	Supporting immigrant language learning on smartphones: A field trial. <i>Studies in the Education of Adults</i> , 2017, 49, 228-252.	1.2	10
36	Creating Coherent Incidental Learning Journeys on Smartphones Using Feedback and Progress Indicators. <i>International Journal of Mobile and Blended Learning</i> , 2014, 6, 75-92.	0.8	9

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37	Interdisciplinary Working Methods: Reflections Based on Technology-Enhanced Learning (TEL). <i>Frontiers in Education</i> , 2019, 4, .	2.1	9
38	Doing Geography: A multimodal analysis of students' situated improvisational interpretation during fieldtrips. <i>Learning, Culture and Social Interaction</i> , 2012, 1, 78-89.	1.8	7
39	Two empirical studies of computer-supported collaborative learning in science. , 1997, , .		7
40	Women in higher education: Issues and challenges for part-time scientists. <i>Women's Studies International Forum</i> , 2005, 28, 247-258.	1.1	6
41	Accessible Inclusive Learning: Foundations. , 2019, , 51-73.		6
42	A rational reconstruction of a bubble chamber simulation using the Alternate Reality Kit. <i>Computers and Education</i> , 1988, 12, 199-207.	8.3	5
43	Barriers and constraints: women physicists' perceptions of career progress. <i>Physics Education</i> , 2000, 35, 454-459.	0.5	5
44	Using netbooks to support mobile learners's™ investigations across activities and places. <i>Open Learning</i> , 2010, 25, 187-200.	4.0	5
45	Digital approaches to researching learners's™ computer interactions using gazes, actions, utterances and sketches. <i>Educational Technology Research and Development</i> , 2012, 60, 859-881.	2.8	5
46	Technologically mediated complex problem-solving on a statistics task. <i>Learning, Media and Technology</i> , 2005, 30, 165-183.	3.2	4
47	Digital futures. <i>Arts and Humanities in Higher Education</i> , 2012, 11, 177-184.	1.4	4
48	Digital Scholarship: Identity, Interdisciplinarity, and Openness. <i>Frontiers in Digital Humanities</i> , 2018, 5, .	1.2	4
49	Solving the problem of physics problem solving. <i>International Journal of Mathematical Education in Science and Technology</i> , 1993, 24, 349-358.	1.4	3
50	Open science: trends in the development of science learning. <i>Open Learning</i> , 2011, 26, 97-112.	4.0	3
51	Open voices on COVID-19: covid challenges and opportunities driving the research agenda. <i>Open Learning</i> , 2021, 36, 201-211.	4.0	3
52	New educational technology models for social and personal computing. , 2007, , .		2
53	Distance learning, OER, and MOOCs. , 2014, , .		2
54	The influence of audio communications technology on computer-supported collaborative learning. <i>Research in Learning Technology</i> , 2011, 4, .	2.3	2

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55	STEM Learning: Foundations. , 2019, , 127-138.		2
56	Concepts and Challenges in Digital Scholarship. Frontiers in Digital Humanities, 2017, 4, .	1.2	1
57	Redesigning practical work. , 0, , .		1
58	ICT for science education. , 0, , .		1
59	Accessible Inclusive Learning: Futures. , 2019, , 75-91.		1
60	Analyzing Productive Interactions in CSCL: Collaborations, Computers and Contradictions. , 2011, , 319-339.		1
61	Analysis of Learnersâ€™ Fieldtrip Talk during a Collaborative Inquiry Task. Lecture Notes in Computer Science, 2013, , 32-42.	1.3	1
62	Creating Coherent Incidental Learning Journeys on Smartphones Using Feedback and Progress Indicators. , 2015, , 630-646.		1
63	Technology Enhanced Informal Science Learning and Engagements: A Typology of Activity. , 2012, , .		0
64	Interdisciplinary Knowledge Creation in Technology â€“ Enhanced Learning. Lecture Notes in Computer Science, 2013, , 631-632.	1.3	0
65	nQuire for the OpenScience Lab: Supporting Communities of Inquiry Learning. Lecture Notes in Computer Science, 2013, , 585-588.	1.3	0
66	STEM Learning: Futures. , 2019, , 139-150.		0