

Ron Eglash

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7829077/publications.pdf>

Version: 2024-02-01

50
papers

1,123
citations

586496

16
h-index

466096

32
g-index

52
all docs

52
docs citations

52
times ranked

314
citing authors

#	ARTICLE	IF	CITATIONS
1	Generative computing: African-American cosmetology as a link between computing education and community wealth. <i>Interactive Learning Environments</i> , 2021, 29, 1115-1135.	4.4	15
2	Authente-Kente: enabling authentication for artisanal economies with deep learning. <i>AI and Society</i> , 2021, 36, 369-379.	3.1	7
3	Teaching in an open village: a case study on culturally responsive computing in compulsory education. <i>Computer Science Education</i> , 2021, 31, 462-488.	2.7	19
4	pH empowered: community participation in culturally responsive computing education. <i>Learning, Media and Technology</i> , 2021, 46, 333-354.	2.1	13
5	Keepin' it real about race in HCI. <i>Interactions</i> , 2021, 28, 28-33.	0.8	4
6	Counter-hegemonic Computing: Toward Computer Science Education for Value Generation and Emancipation. <i>ACM Transactions on Computing Education</i> , 2021, 21, 1-30.	2.9	14
7	Automation for the artisanal economy: enhancing the economic and environmental sustainability of crafting professions with human-machine collaboration. <i>AI and Society</i> , 2020, 35, 595-609.	3.1	12
8	Decolonizing education with Anishinaabe arcs: generative STEM as a path to indigenous futurity. <i>Educational Technology Research and Development</i> , 2020, 68, 1569-1593.	2.0	23
9	Decolonizing posthumanism: Indigenous material agency in generative STEM. <i>British Journal of Educational Technology</i> , 2020, 51, 1334-1353.	3.9	11
10	“A Voice to Talk About it” Cosmetologists as STEM Experts in Educational Technology Design and Implementation. <i>The Journal of Open Distance and E Learning</i> , 2020, 22, 41-55.	0.3	7
11	A Cultural Computing Curriculum. , 2019, , .		11
12	Anti-Racist Technoscience:. , 2019, , 227-251.		2
13	A mathematical tool kit for generative justice. <i>ETD: Educaçãõ Temãtica Digital</i> , 2017, 19, 761.	0.0	3
14	Culturally Situated Design Tools. <i>Advances in Educational Marketing, Administration, and Leadership Book Series</i> , 2017, , 132-151.	0.1	17
15	An introduction to generative justice. <i>Teknokultura Revista De Cultura Digital Y Movimientos Sociales</i> , 2016, 13, 369-404.	0.1	55
16	Of Marx and Makers: an Historical Perspective on Generative Justice. <i>Teknokultura Revista De Cultura Digital Y Movimientos Sociales</i> , 2016, 13, 245-269.	0.1	10
17	A case study for integrated STEM outreach in an urban setting using a do-it-yourself vertical jump measurement platform. , 2016, 2016, 3027-3030.		7
18	Harmonious integration: Tuning STEM education with generative justice. , 2016, , .		6

#	ARTICLE	IF	CITATIONS
19	Design Agency. Advances in Educational Technologies and Instructional Design Book Series, 2016, , 35-56.	0.2	15
20	Experimental and credentialing capital: an adaptable framework for facilitating science outreach for underrepresented youth. , 2015, 2015, 3691-4.		5
21	Adinkra Mathematics: A study of Ethnocomputing in Ghana. Multidisciplinary Journal of Educational Research, 2015, 5, 110.	3.0	29
22	Recursive Depth in Generative Spaces: Democratization in Three Dimensions of Technosocial Self-Organization. Information Society, 2014, 30, 106-115.	1.7	25
23	Toward culturally responsive computing education. Communications of the ACM, 2013, 56, 33-36.	3.3	112
24	Culturally Responsive Computing in Urban, After-School Contexts. Urban Education, 2013, 48, 629-656.	1.2	84
25	cSELF (Computer Science Education from Life). International Journal of Web-Based Learning and Teaching Technologies, 2013, 8, 34-49.	0.6	5
26	From Ethnomathematics to Ethnocomputing. , 2012, , 205-219.		9
27	Multiple objectivity: an anti-relativist approach to situated knowledge. Kybernetes, 2011, 40, 995-1003.	1.2	3
28	Fractal Simulations of African Design in Pre-College Computing Education. ACM Transactions on Computing Education, 2011, 11, 1-14.	2.9	27
29	Oppositional Technophilia. Social Epistemology, 2009, 23, 79-86.	0.7	13
30	Teaching Artful Expressions of Mathematical Beauty. , 2009, , 280-289.		3
31	Broken Metaphor: The Master-Slave Analogy in Technical Literature. Technology and Culture, 2007, 48, 360-369.	0.0	25
32	Ethnocomputing with Native American Design. , 2007, , 210-219.		17
33	Culturally Situated Design Tools: Ethnocomputing from Field Site to Classroom. American Anthropologist, 2006, 108, 347-362.	0.7	168
34	Technology as Material Culture. , 2006, , 329-340.		4
35	Universal And Local Knowledge. Science As Culture, 2003, 12, 129-133.	2.4	2
36	Race, Sex, and Nerds. Social Text, 2002, 20, 49-64.	0.9	159

#	ARTICLE	IF	CITATIONS
37	The Race For Cyberspace: Information Technology in the Black Diaspora. <i>Science As Culture</i> , 2001, 10, 353-374.	2.4	13
38	News from the Net- February 2001. <i>Teaching Children Mathematics</i> , 2001, 7, 336.	0.2	0
39	The Machine in Me: An Anthropologist Sits among Computer Engineers. <i>American Ethnologist</i> , 2000, 27, 182-184.	1.0	2
40	Anthropological Perspectives on Ethnomathematics. <i>Science Across Cultures</i> , 2000, , 13-22.	0.0	3
41	Fractals in African settlement architecture. <i>Complexity</i> , 1998, 4, 21-29.	0.9	15
42	CYBERNETICS AND AMERICAN YOUTH SUBCULTURE. <i>Cultural Studies</i> , 1998, 12, 382-409.	1.2	50
43	Geometry in Mangbetu Design. <i>The Mathematics Teacher</i> , 1998, 91, 376-381.	0.1	1
44	When Math Worlds Collide: Intention and Invention in Ethnomathematics. <i>Science Technology and Human Values</i> , 1997, 22, 79-97.	1.7	30
45	The African Heritage of Benjamin Banneker. <i>Social Studies of Science</i> , 1997, 27, 307-315.	1.5	18
46	Bamana Sand Divination: Recursion in Ethnomathematics. <i>American Anthropologist</i> , 1997, 99, 112-122.	0.7	38
47	Inferring representation type from the fractal dimension of biological communication waveforms. <i>Journal of Social and Evolutionary Systems</i> , 1993, 16, 375-399.	0.2	3
48	Automation for the Artisanal Economy: Enhancing the Economic and Environmental Sustainability of Crafting Professions with Human-Machine Collaboration. <i>SSRN Electronic Journal</i> , 0, , .	0.4	3
49	Anthropology and Emerging Technologies: Science, Subject and Symbiosis. , 0, , 400-410.		2
50	cSELF (Computer Science Education from Life). , 0, , 677-691.		0