

Dominik Petko

List of Publications by Year in descending order

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Version: 2024-02-01

31
papers

1,141
citations

623734

14
h-index

713466

21
g-index

33
all docs

33
docs citations

33
times ranked

754
citing authors

#	ARTICLE	IF	CITATIONS
1	Teachers' pedagogical beliefs and their use of digital media in classrooms: Sharpening the focus of the will, skill, tool model and integrating teachers' constructivist orientations. <i>Computers and Education</i> , 2012, 58, 1351-1359.	8.3	182
2	Learning with serious games: Is fun playing the game a predictor of learning success?. <i>British Journal of Educational Technology</i> , 2016, 47, 151-163.	6.3	179
3	Perceived Quality of Educational Technology Matters. <i>Journal of Educational Computing Research</i> , 2017, 54, 1070-1091.	5.5	120
4	Self-reported technological pedagogical content knowledge (TPACK) of pre-service teachers in relation to digital technology use in lesson plans. <i>Computers in Human Behavior</i> , 2021, 115, 106586.	8.5	91
5	Developing a short assessment instrument for Technological Pedagogical Content Knowledge (TPACK.xs) and comparing the factor structure of an integrative and a transformative model. <i>Computers and Education</i> , 2020, 157, 103967.	8.3	89
6	The Interplay of School Readiness and Teacher Readiness for Educational Technology Integration: A Structural Equation Model. <i>Computers in the Schools</i> , 2018, 35, 1-18.	1.0	74
7	Does the use of educational technology in personalized learning environments correlate with self-reported digital skills and beliefs of secondary-school students?. <i>Computers and Education</i> , 2019, 136, 75-86.	8.3	62
8	Digital media adoption in schools: Bottom-up, top-down, complementary or optional?. <i>Computers and Education</i> , 2015, 84, 49-61.	8.3	49
9	Comparing Serious Games and Educational Simulations: Effects on Enjoyment, Deep Thinking, Interest and Cognitive Learning Gains. <i>Simulation and Gaming</i> , 2018, 49, 401-422.	1.9	29
10	Supporting Learning Leaders for the Effective Integration of Technology into Schools. <i>Technology, Knowledge and Learning</i> , 2018, 23, 457-472.	4.9	25
11	Quality criteria for conceptual technology integration models in education: bridging research and practice. <i>Educational Technology Research and Development</i> , 2021, 69, 2187-2208.	2.8	22
12	Hemmende und förderliche Faktoren des Einsatzes digitaler Medien im Unterricht: Empirische Befunde und forschungsmethodische Probleme. , 2012, , 29-50.		18
13	Unterrichten mit Computerspielen. Didaktische Potenziale und Ansätze für den gezielten Einsatz in Schule und Ausbildung. <i>Medienpädagogik</i> , 2008, 15, 1-15.	0.3	18
14	Praxisorientierte medienpädagogische Forschung: Ansätze für einen empirischen Perspektivenwechsel und eine stärkere Konvergenz von Medienpädagogik und Mediendidaktik. <i>Medienpädagogik</i> , 0, 20, 245-258.	0.3	17
15	Coping through blogging: A review of studies on the potential benefits of weblogs for stress reduction. <i>Cyberpsychology</i> , 2015, 9, .	1.5	17
16	Metapholio: A Mobile App for Supporting Collaborative Note Taking and Reflection in Teacher Education. <i>Technology, Knowledge and Learning</i> , 2019, 24, 699-710.	4.9	16
17	School principals' educational goals and leadership styles for digital transformation: results from case studies in upper secondary schools. <i>International Journal of Leadership in Education</i> , 0, , 1-19.	2.2	14
18	When barriers are not an issue: Tracing the relationship between hindering factors and technology use in secondary schools across Europe. <i>Computers and Education</i> , 2022, 179, 104411.	8.3	13

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19	Examining the relationship between internship experiences, teaching enthusiasm, and teacher self-efficacy when using a mobile portfolio app. <i>Teaching and Teacher Education</i> , 2022, 109, 103570.	3.2	12
20	â€œTechnological Pedagogical Content Knowledgeâ€ as Leitmodell medienpÃdagogischer Kompetenz. <i>MedienpÃdagogik</i> , 0, , 121-140.	0.3	11
21	Implementation of technology-supported personalized learningâ€”its impact on instructional quality. <i>Journal of Educational Research</i> , 2022, 115, 187-198.	1.6	11
22	Weblogs in Teacher Education Internships: Promoting Reflection and Self-Efficacy While Reducing Stress?. <i>Journal of Digital Learning in Teacher Education</i> , 2017, 33, 78-87.	1.2	10
23	Pacing in Serious Games: Exploring the Effects of Presentation Speed on Cognitive Load, Engagement and Learning Gains. <i>Simulation and Gaming</i> , 2020, 51, 258-279.	1.9	9
24	Medienkompetenz messen: Die Entwicklung des Medienprofis-Tests in der Schweiz. <i>MedienpÃdagogik</i> , 0, , 38-60.	0.3	8
25	Lernplattformen, E-Learning und Blended Learning in Schulen. , 2010, , 9-27.		7
26	Computer im Unterricht: Videobasierte Fallstudien als Medium praxisnaher Lehrerinnen- und Lehrerbildung. <i>MedienpÃdagogik</i> , 0, 12, 1-30.	0.3	3
27	Was beeinflusst die Einstellungen von SchÃ¼lerinnen und SchÃ¼lern zum Lernen mit digitalen Medien? Eine Analyse der Befragungen von PISA 2012 in der Schweiz. <i>Schweizerische Zeitschrift Fur Bildungswissenschaften</i> , 2018, 40, 373-390.	0.1	2
28	Fallstudien zur Nutzung von Lernplattformen in Schulen. , 2010, , 63-77.		2
29	Editorial: Computerspiele und Videogames in formellen und informellen Bildungskontexten. <i>MedienpÃdagogik</i> , 2008, 15, 1-1.	0.3	1
30	Die EinfÃ¼hrung von Lernplattformen als Schulentwicklungsprozess. , 2010, , 43-51.		0
31	Wer braucht Bildungsserver? Eine Studie zu Bekanntheit und Nutzung des Schweizerischen Bildungsservers im Vergleich verschiedener Nutzergruppen mit unterschiedlicher MedienaffinitÃt. <i>Schweizerische Zeitschrift Fur Bildungswissenschaften</i> , 2015, 37, 527-546.	0.1	0