

Martin Oliver

List of Publications by Year in descending order

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45
papers

2,367
citations

331670

21
h-index

289244

40
g-index

46
all docs

46
docs citations

46
times ranked

1844
citing authors

#	ARTICLE	IF	CITATIONS
1	How can exploratory learning with games and simulations within the curriculum be most effectively evaluated?. <i>Computers and Education</i> , 2006, 46, 249-264.	8.3	485
2	Mapping pedagogy and tools for effective learning design. <i>Computers and Education</i> , 2004, 43, 17-33.	8.3	219
3	Beyond Web 2.0: mapping the technology landscapes of young learners. <i>Journal of Computer Assisted Learning</i> , 2009, 25, 56-69.	5.1	160
4	Technological determinism in educational technology research: some alternative ways of thinking about the relationship between learning and technology. <i>Journal of Computer Assisted Learning</i> , 2011, 27, 373-384.	5.1	137
5	Electronic voting systems for lectures then and now: A comparison of research and practice. <i>Australasian Journal of Educational Technology</i> , 2007, 23, .	3.5	117
6	Student engagement and blended learning: Portraits of risk. <i>Computers and Education</i> , 2010, 54, 693-700.	8.3	112
7	The Problem with Affordance. <i>E-Learning and Digital Media</i> , 2005, 2, 402-413.	2.6	104
8	Do Web 2.0 tools really open the door to learning? Practices, perceptions and profiles of 11-16-year-old students. <i>Learning, Media and Technology</i> , 2009, 34, 87-104.	3.2	101
9	The virtual playground: an educational virtual reality environment for evaluating interactivity and conceptual learning. <i>Virtual Reality</i> , 2006, 10, 227-240.	6.1	98
10	Enhancing the Supervision of Community Health Workers With WhatsApp Mobile Messaging: Qualitative Findings From 2 Low-Resource Settings in Kenya. <i>Global Health, Science and Practice</i> , 2016, 4, 311-325.	1.7	80
11	Learning in virtual worlds: Using communities of practice to explain how people learn from play. <i>British Journal of Educational Technology</i> , 2009, 40, 444-457.	6.3	78
12	What do community health workers have to say about their work, and how can this inform improved programme design? A case study with CHWs within Kenya. <i>Global Health Action</i> , 2015, 8, 27168.	1.9	72
13	Learning technology: Theorising the tools we study. <i>British Journal of Educational Technology</i> , 2013, 44, 31-43.	6.3	71
14	Student Engagement in the Digital University. , 0, , .		42
15	What do Learning Technologists do?. <i>Innovations in Education and Teaching International</i> , 2002, 39, 245-252.	2.5	39
16	What in the world is educational technology? Rethinking the field from the perspective of the philosophy of technology. <i>Learning, Media and Technology</i> , 2021, 46, 6-19.	3.2	38
17	Evidence-based practice and e-learning in Higher Education: can we and should we?. <i>Research Papers in Education</i> , 2003, 18, 385-397.	3.0	37
18	Using a toolkit to support the evaluation of learning. <i>Journal of Computer Assisted Learning</i> , 2002, 18, 199-208.	5.1	30

#	ARTICLE	IF	CITATIONS
19	Learning to play in digital games. <i>Learning, Media and Technology</i> , 2006, 31, 329-342.	3.2	29
20	Exploring activity theory as a tool for evaluating interactivity and learning in virtual environments for children. <i>Cognition, Technology and Work</i> , 2008, 10, 141-153.	3.0	28
21	Lockdown literacies and semiotic assemblages: academic boundary work in the Covid-19 crisis. <i>Learning, Media and Technology</i> , 2021, 46, 377-389.	3.2	27
22	The development of a system for supporting the lifelong learner. <i>British Journal of Educational Technology</i> , 2006, 37, 867-880.	6.3	19
23	From openness to permeability: reframing open education in terms of positive liberty in the enactment of academic practices. <i>Learning, Media and Technology</i> , 2015, 40, 365-384.	3.2	18
24	“But my subject’s different” a web-based approach to supporting disciplinary lifelong learning skills. <i>Computers and Education</i> , 2002, 38, 209-220.	8.3	17
25	Evaluating web-based learning modules during an MSc programme in dental public health: a case study. <i>British Dental Journal</i> , 2002, 193, 283-286.	0.6	16
26	Embedding CETLs in a performance-oriented culture in higher education: reflections on finding creative space. <i>British Educational Research Journal</i> , 2008, 34, 635-650.	2.5	16
27	It’s Not All About the Learner: Reframing Students’ Digital Literacy as Sociomaterial Practice. , 2016, , 77-92.		14
28	The evolution of pedagogic models for work-based learning within a virtual university. <i>Computers and Education</i> , 2002, 38, 37-52.	8.3	13
29	Learning, Teaching and Ambiguity in Virtual Worlds. <i>Human-computer Interaction Series</i> , 2010, , 17-30.	0.6	13
30	Can mobile health training meet the challenge of “measuring better”? <i>Comparative Education</i> , 2017, 53, 115-131.	2.7	11
31	Who Will Watch the Watchmen? The Ethico-political Arrangements of Algorithmic Proctoring for Academic Integrity. <i>Postdigital Science and Education</i> , 2022, 4, 330-353.	5.3	11
32	Sharing teacher knowledge at scale: teacher inquiry, learning design and the representation of teachers’ practice. <i>Teacher Development</i> , 2018, 22, 587-606.	0.7	9
33	Informed choice? How the United Kingdom’s key information set fails to represent pedagogy to potential students. <i>Quality in Higher Education</i> , 2016, 22, 3-19.	1.1	8
34	A toolkit for supporting evaluation. <i>Research in Learning Technology</i> , 2011, 9, .	2.3	8
35	Global-local divides and ontological politics: feminist STS perspectives on mobile learning for community health workers in Kenya. <i>Learning, Media and Technology</i> , 2019, 44, 235-251.	3.2	7
36	Infrastructure and the Post-Truth Era: is Trump Twitter’s Fault?. <i>Postdigital Science and Education</i> , 2020, 2, 17-38.	5.3	7

#	ARTICLE	IF	CITATIONS
37	Designing a toolkit to support dialogue in learning. Computers and Education, 2002, 38, 151-164.	8.3	5
38	Second Life,™ Immersion, and Learning. , 2009, , 205-221.		5
39	Software that assists learning within a complex abstract domain: the use of constraint and consequentiality as learning mechanisms. British Journal of Educational Technology, 2003, 34, 625-638.	6.3	3
40	Developing a Managed Learning Environment Using 'Roundtables': An Activity Theoretic Perspective. Interactive Learning Environments, 2004, 12, 209-225.	6.4	3
41	Learning, Media and Technology: looking backwards and moving forward. Learning, Media and Technology, 2011, 36, 1-3.	3.2	3
42	Diversity and Design. , 0, , 1-19.		3
43	A private revolution: how technology is enabling students to take their work home. Enhancing Learning in the Social Sciences, 2009, 1, 1-31.	0.4	2
44	Electronic Reserves at University College London: Understanding the Needs of Academic Departments. Journal of Interlibrary Loan, Document Delivery and Electronic Reserve, 2002, 12, 45-69.	0.3	1
45	Playing Roles in the MMORPG Kingdom of Loathing. , 2009, , 847-861.		0