Rosa

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/817675/publications.pdf

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		1478505	996975
16	284	6	15
papers	citations	h-index	g-index
16	16	16	197
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Developing strategic and reasoning abilities with computer games at primary school level. Computers and Education, 2007, 49, 1272-1286.	8.3	114
2	The evolution of ICT-based learning environments: which perspectives for the school of the future?. British Journal of Educational Technology, 2004, 35, 553-567.	6.3	48
3	Mind games, reasoning skills, and the primary school curriculum. Learning, Media and Technology, 2006, 31, 359-375.	3.2	45
4	Mathematics Education & Digital Technologies: Facing the Challenge of Networking European Research Teams. International Journal of Computers for Mathematical Learning, 2009, 14, 203-215.	0.6	18
5	Activity theory: A framework for design and reporting on research projects based on ICT. Education and Information Technologies, 1999, 4, 279-293.	5.7	11
6	Technology transfer in schools: from research to innovation. British Journal of Educational Technology, 1998, 29, 163-172.	6.3	9
7	Schools and the digital challenge: Evolution and perspectives. Education and Information Technologies, 2020, 25, 2241-2259.	5.7	8
8	User Action and Social Interaction Mediated by Direct Manipulation Interfaces. Education and Information Technologies, 1998, 3, 203-216.	5.7	6
9	On-line learning networks: Framework and scenarios. Education and Information Technologies, 2007, 12, 93-105.	5.7	5
10	From CAI to ICAI: An educational technical evolution. Education and Computing, 1985, 1, 229-233.	0.2	4
11	Enhancing human capital in TEL research: A case study from the STELLAR Network of Excellence. Computers in Human Behavior, 2014, 31, 425-431.	8.5	4
12	Social Empowerment of Intellectually Impaired through a Cloud Mobile System. Future Internet, 2015, 7, 429-444.	3.8	4
13	Fostering Computational Thinking skills in the Last Years of Primary School. International Journal of Serious Games, 2019, 6, 101-115.	1.1	4
14	Teaching computer science through a logic programming approach. Education and Computing, 1988, 4, 71-76.	0.2	2
15	Societal Challenges and New Technologies. International Journal of Cyber Ethics in Education, 2016, 4, 46-55.	0.1	2
16	Comparing different approaches to programming from an educational viewpoint. Computers and Education, 1992, 18, 273-281.	8.3	0