Maria Cutumisu

List of Publications by Year
in descending order

35 papers	**635** citations	567281 **15** h-index	610901 **24** g-index
36 all docs	**36** docs citations	**36** times ranked	**476** citing authors

#	Article	IF	Citations
1	The roles of generic and domain-specific mindsets in learning graphic design principles. Interactive Learning Environments, 2023, 31, 1781-1795.	6.4	5
2	Using Structural Equation Modeling to Examine the Relationship Between Preservice Teachers' Computational Thinking Attitudes and Skills. IEEE Transactions on Education, 2022, 65, 177-183.	2.4	4
3	A scoping review of computational thinking assessments in higher education. Journal of Computing in Higher Education, 2022, 34, 416-461.	6.1	14
4	Online engagement and performance on formative assessments mediate the relationship between attendance and course performance. International Journal of Educational Technology in Higher Education, 2022, 19, 2.	7.6	23
5	Immersive Learning in Neonatal Resuscitation Education. Advances in Human and Social Aspects of Technology Book Series, 2022, , 221-237.	0.3	0
6	University students' negative emotions in a computer-based examination: the roles of trait test-emotion, prior test-taking methods and gender. Assessment and Evaluation in Higher Education, 2021, 46, 956-972.	5.6	13
7	Testing measurement invariance of PISA 2015 mathematics, science, and ICT scales using the alignment method. Studies in Educational Evaluation, 2021, 68, 100965.	2.3	11
8	Feedback choices and their relations to learning are age-invariant starting in middle school: A secondary data analysis. Computers and Education, 2021, 171, 104215.	8.3	0
9	Serious games, a game changer in teaching neonatal resuscitation? A review. Archives of Disease in Childhood: Fetal and Neonatal Edition, 2020, 105, 98-107.	2.8	72
10	Unsupervised Machine Learning Algorithms Examine Healthcare Providers' Perceptions and Longitudinal Performance in a Digital Neonatal Resuscitation Simulator. Frontiers in Pediatrics, 2020, 8, 544.	1.9	6
11	A scoping review of the relationship between students' ICT and performance in mathematics and science in the PISA data. Social Psychology of Education, 2020, 23, 1449-1481.	2.5	24
12	Using technology to bridge the gap for remote healthcare education during COVID-19. BMJ Simulation and Technology Enhanced Learning, 2020, 7, bmjstel-2020-000733.	0.7	0
13	The moderating effect of mindset on the relationship between university students' critical feedback-seeking and learning. Computers in Human Behavior, 2020, 112, 106445.	8.5	15
14	Simulation-Based Summative Assessment of Neonatal Resuscitation Providers Using the RETAIN Serious Board Game—A Pilot Study. Frontiers in Pediatrics, 2020, 8, 14.	1.9	12
15	The relation between academic achievement and the spontaneous use of design-thinking strategies. Computers and Education, 2020, 149, 103806.	8.3	13
16	Health Care Providers' Performance, Mindset, and Attitudes Toward a Neonatal Resuscitation Computer-Based Simulator: Empirical Study. JMIR Serious Games, 2020, 8, e21855.	3.1	7
17	Using Topic Modeling to Extract Pre-Service Teachers' Understandings of Computational Thinking From Their Coding Reflections. IEEE Transactions on Education, 2019, 62, 325-332.	2.4	17
18	Feedback Valence Agency Moderates the Effect of Pre-service Teachers' Growth Mindset on the Relation Between Revising and Performance. Frontiers in Psychology, 2019, 10, 1794.	2.1	1

#	Article	IF	Citations
19	Eye Tracking the Feedback Assigned to Undergraduate Students in a Digital Assessment Game. Frontiers in Psychology, 2019, 10, 1931.	2.1	8
20	A digital gameâ€based assessment of middleâ€school and college studentsâ€™ choices to seek critical feedback and to revise. British Journal of Educational Technology, 2019, 50, 2977-3003.	6.3	17
21	Educating and Measuring Choice: A Test of the Transfer of Design Thinking in Problem Solving and Learning. Journal of the Learning Sciences, 2019, 28, 337-380.	2.9	37
22	RETAIN: A Board Game That Improves Neonatal Resuscitation Knowledge Retention. Frontiers in Pediatrics, 2019, 7, 13.	1.9	24
23	Effects of Digital Score Reporting and Feedback on Students' Learning in Higher Education. Frontiers in Education, 2019, 4, .	2.1	15
24	A Scoping Review of Empirical Research on Recent Computational Thinking Assessments. Journal of Science Education and Technology, 2019, 28, 651-676.	3.9	59
25	The association between feedback-seeking and performance is moderated by growth mindset in a digital assessment game. Computers in Human Behavior, 2019, 93, 267-278.	8.5	18
26	The impact of critical feedback choice on students' revision, performance, learning, and memory. Computers in Human Behavior, 2018, 78, 351-367.	8.5	19
27	The Influence of Feedback Choice on University Studentsâ€™ Revision Choices and Performance in a Digital Assessment Game. , 2018, , .		1
28	The informational value of feedback choices for performance and revision in a digital assessment game. Interactive Technology and Smart Education, 2018, 15, 363-380.	5.6	4
29	Growth Mindset Moderates the Effect of the Neonatal Resuscitation Program on Performance in a Computer-Based Game Training Simulation. Frontiers in Pediatrics, 2018, 6, 195.	1.9	24
30	Assessing Whether Students Seek Constructive Criticism: The Design of an Automated Feedback System for a Graphic Design Task. International Journal of Artificial Intelligence in Education, 2017, 27, 419-447.	5.5	19
31	Guardian Angels of Our Better Nature: Finding Evidence of the Benefits of Design Thinking. , 2015, , 26.828.1.		6
32	Posterlet: A Game-Based Assessment of Children's Choices to Seek Feedback and to Revise. Journal of Learning Analytics, 2015, 2, .	2.4	31
33	Computer-game construction: A gender-neutral attractor to Computing Science. Computers and Education, 2010, 55, 1098-1111.	8.3	59
34	Interactive story authoring: A viable form of creative expression for the classroom. Computers and Education, 2008, 51, 687-707.	8.3	32
35	ScriptEase: A generative/adaptive programming paradigm for game scripting. Science of Computer Programming, 2007, 67, 32-58.	1.9	25