Maria Meletiou-Mavrotheris

List of Publications by Year
in descending order

69 papers	**502** citations	623188 **14** h-index	752256 **20** g-index
70 all docs	**70** docs citations	**70** times ranked	**278** citing authors

#	Article	IF	Citations
1	Mobile technologies in the service of students' learning of mathematics: the example of game application A.L.E.X. in the context of a primary school in Cyprus. Mathematics Education Research Journal, 2016, 28, 53-78.	0.9	50
2	Developing students' reasoning about samples and sampling in the context of informal inferences. Educational Studies in Mathematics, 2015, 88, 385-404.	1.8	43
3	DEVELOPING YOUNG STUDENTS' INFORMAL INFERENCE SKILLS IN DATA ANALYSIS. Statistics Education Research Journal, 2008, 7, 83-106.	0.5	35
4	Opportunities and challenges related to ICT and ICT-AT use by people with disabilities: An explorative study into factors that impact on the digital divide. Technology and Disability, 2017, 29, 63-75.	0.3	29
5	Let Students Talk about Emergency Remote Teaching Experience: Secondary Students' Perceptions on Their Experience during the COVID-19 Pandemic. Education Sciences, 2021, 11, 268.	1.4	29
6	TEACHING STUDENTS THE STOCHASTIC NATURE OF STATISTICAL CONCEPTS IN AN INTRODUCTORY STATISTICS COURSE. Statistics Education Research Journal, 2002, 1, 22-37.	0.5	28
7	Differentiation of teaching and learning mathematics: an action research study in tertiary education. International Journal of Mathematical Education in Science and Technology, 2013, 44, 332-349.	0.8	23
8	Technological Tools in the Introductory Statistics Classroom: Effects on Student Understanding of Inferential Statistics. International Journal of Computers for Mathematical Learning, 2003, 8, 265-297.	0.6	22
9	Pre-Service Teacher Training on Game-Enhanced Mathematics Teaching and Learning. Technology, Knowledge and Learning, 2016, 21, 379-399.	3.1	21
10	Augmented Reality in Lower Secondary Education: A Teacher Professional Development Program in Cyprus and Greece. Education Sciences, 2020, 10, 121.	1.4	21
11	Emergency Remote Learning in Higher Education in Cyprus during COVID-19 Lockdown: A Zoom-Out View of Challenges and Opportunities for Quality Online Learning. Education Sciences, 2022, 12, 477.	1.4	21
12	Introductory statistics, college student attitudes and knowledge – a qualitative analysis of the impact of technology-based instruction. International Journal of Mathematical Education in Science and Technology, 2007, 38, 65-83.	0.8	20
13	Shift to emergency remote preclinical medical education amidst the Covid-19 pandemic: A single-institution study. Anatomical Sciences Education, 2022, 15, 27-41.	2.5	19
14	"Helping Nemo!"—Using Augmented Reality and Alternate Reality Games in the Context of Universal Design for Learning. Education Sciences, 2020, 10, 95.	1.4	15
15	Research on Statistics Teachers' Cognitive and Affective Characteristics. Springer International Handbooks of Education, 2018, , 327-355.	0.1	12
16	Engineering Attractiveness in the European Educational Environment: Can Distance Education Approaches Make a Difference?. Education Sciences, 2018, 8, 16.	1.4	12
17	Virtual Pathology Education in Medical Schools Worldwide during the COVID-19 Pandemic: Advantages, Challenges Faced, and Perspectives. Diagnostics, 2022, 12, 1578.	1.3	10
18	ENHANCING STATISTICS INSTRUCTION IN ELEMENTARY SCHOOLS: INTEGRATING TECHNOLOGY IN PROFESSIONAL DEVELOPMENT. , 2009, 6, 57-78.		8

#	Article	IF	Citations
19	The Role of Learning and Communication Technologies in Online Coursesâ€™ Design and Delivery: A Cross-National Study of Faculty Perceptions and Practices. Frontiers in Education, 2021, 6, .	1.2	7
20	Investigating College-Level Introductory Statistics Studentsâ€™ Prior Knowledge of Graphing. Canadian Journal of Science, Mathematics and Technology Education, 2010, 10, 339-355.	0.6	6
21	The Formalist Mathematical Tradition as an Obstacle to Stochastical Reasoning. , 2007, , 131-155.		5
22	Online Communities of Practice as Vehicles for Teacher Professional Development. , 2012, , 142-166.		5
23	Augmented Reality in STEAM Education. , 2019, , 1-6.		5
24	Distance Learning for Teacher Professional Development in Statistics Education. Teaching Statistics, 2011, 33, 2-8.	0.6	4
25	Augmented reality in laboratory-based education: Could it change the way students decide about their future studies?. , 2017, , .		4
26	Teacher Training for â€˜Augmented Readingâ€™: The Living Book Approach and Initial Results. Education Sciences, 2020, 10, 144.	1.4	4
27	Projecting the Future of Cloud Computing in Education. Advances in Educational Technologies and Instructional Design Book Series, 2018, , 262-290.	0.2	4
28	DESIGNING A TEACHER TRAINING PROGRAM ON THE INTEGRATION OF AUGMENTED AND MIXED REALITY TECHNOLOGIES WITHIN THE EDUCATIONAL PROCESS. , 2018, , .		4
29	Enhancing the Technological, Pedagogical and Content Knowledge (TPACK) of in-service primary teachers in the use of tablet technologies. , 2017, , .		3
30	Enhancing In-Service Primary Teachers' Technological, Pedagogical and Content Knowledge on Mobile Mathematics Learning. International Journal of Mobile and Blended Learning, 2019, 11, 1-18.	0.5	3
31	PROJECT EL-STEM: ENLIVENED LABORATORIES WITHIN STEM EDUCATION. , 2018, , .		3
32	Early Statistical Reasoning. , 2018, , 359-376.		3
33	Distance Training of Mathematics Teachers: The EarlyStatistics Experience. RUSC Universities and Knowledge Society Journal, 2012, 9, 150.	1.4	2
34	Integrating Mobile Devices in the Mathematics Curriculum. International Journal of Mobile and Blended Learning, 2019, 11, 19-37.	0.5	2
35	Augmented Reading Through Emerging Technologies: The Living Book Approach to Teachersâ€™ Professional Development. Bridging Human and Machine: Future Education With Intelligence, 2020, , 297-313.	1.1	2
36	Technology Adoption in Higher Education. Advances in Educational Marketing, Administration, and Leadership Book Series, 2017, , 295-317.	0.1	2

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37	Web-Based Simulations for the Training of Mathematics Teachers. , 2013, , 308-340.		2
38	Supporting the Development of College-Level Studentsâ€™ Conceptions of Statistical Inference. , 0, , 167-200.		2
39	Teachersâ€™ Reflection on Challenges for Teaching Probability in the Early Years. Early Mathematics Learning and Development, 2018, , 201-215.	0.3	1
40	Integrating Games into the Early Statistics Classroom: Teachersâ€™ Professional Development on Game-Enhanced Learning. Early Mathematics Learning and Development, 2018, , 275-293.	0.3	1
41	Digital Games as Tools for Enhancing Statistics Instruction in the Early Years: A Teaching Intervention Within a Grade 2 Mathematics Classroom. Lecture Notes in Computer Science, 2019, , 414-417.	1.0	1
42	Distance Education of Statistics Teachers. New ICMI Study Series, 2011, , 383-394.	1.0	1
43	Integrating Game-Enhanced Mathematics Learning into the Pre-Service Training of Teachers. , 2013, , 159-179.		1
44	A Case Study of Primary School Students' Use of a Dynamic Statistics Software Package for Analyzing and Interpreting Data. Advances in Educational Technologies and Instructional Design Book Series, 2015, , 24-42.	0.2	1
45	IMPLEMENTING ENLIVENED LABORATORIES WITHIN EUROPEAN SECONDARY STEM CLASSROOMS. EDULEARN Proceedings, 2018, , .	0.0	1
46	A Teacher Professional Development Program on Teaching STEM-Related Topics Using Augmented Reality in Secondary Education. Bridging Human and Machine: Future Education With Intelligence, 2020, , 113-126.	1.1	1
47	Flying a Math Class?. , 0, , 506-532.		1
48	Building a Bridge for Inclusive Assessment of Newly-Arrived Migrants' Knowledge in Science and Mathematics. Advances in Educational Marketing, Administration, and Leadership Book Series, 2022, , 256-282.	0.1	1
49	CERME7 Working Group 5: Stochastic thinking. Research in Mathematics Education, 2012, 14, 193-194.	1.0	0
50	A Study on Statistical Technological and Pedagogical Content Knowledge on an Innovative Course on Quantitative Research Methods. Advances in Mathematics Education, 2017, , 467-494.	0.2	0
51	Adopting A Systemic Approach to The Instructional Integration of Mobile Devices. , 2017, , .		0
52	Designing and Playing Games in Scratch: Smart Pedagogy of a Game-Based Challenge for Probabilistic Reasoning. Advances in Game-based Learning, 2021, , 57-70.	0.3	0
53	Projecting the Future of Cloud Computing in Education. , 2021, , 2622-2650.		0
54	SMASH. , 2010, , 171-192.		0

#	Article	IF	Citations
55	SMASH. Advances in Educational Technologies and Instructional Design Book Series, 2012, , 73-98.	0.2	0
56	Flying a Math Class?. Advances in Higher Education and Professional Development Book Series, 2014, , 391-417.	0.1	0
57	Online Communities of Practice as Vehicles for Teacher Professional Development. , 2014, , 1791-1815.		0
58	Changing Children's Stance towards Mathematics through Mobile Teaching. Advances in Mobile and Distance Learning Book Series, 2015, , 122-145.	0.4	0
59	Students' Kinaesthetic Interactions with a Touch-Enabled Virtual Mapping Tool. Advances in Mobile and Distance Learning Book Series, 2015, , 1-23.	0.4	0
60	Teaching Mathematics with Tablet PCs. Advances in Educational Technologies and Instructional Design Book Series, 2015, , 175-197.	0.2	0
61	Early Statistical Reasoning. International Journal of Information Communication Technologies and Human Development, 2016, 8, 26-41.	0.2	0
62	VIDEO AS RESOURCE FOR TEACHING AND LEARNING IN HIGHER EDUCATION: PRELIMINARY RESULTS OF PORTUGUESE UNIVERSITY STUDENTSâ€™ PERCEPTIONS. , 2016, , .		0
63	DEVELOPING A MULTIMEDIA GUIDE TO PROMOTE VIDEO AS RESOURCE FOR TEACHING AND LEARNING IN HIGHER EDUCATION: THE RELOBIE PROJECT. , 2016, , .		0
64	ENHANCING STUDENTSâ€™ READING EXPERIENCE THROUGH TEACHER EMPOWERMENT: THE LIVING BOOK - AUGMENTING READING FOR LIFE PROJECT. , 2018, , .		0
65	Integrating Game-Enhanced Mathematics Learning into the Pre-Service Training of Teachers. , 0, , 1555-1575.		0
66	Teaching Mathematics with Tablet PCs. , 0, , 322-344.		0
67	Web-Based Simulations for the Training of Mathematics Teachers. , 0, , 437-460.		0
68	Students' Kinaesthetic Interactions with a Touch-Enabled Virtual Mapping Tool. , 0, , 1701-1722.		0
69	Adopting a Role-Model, Game-Based Pedagogical Approach to Gender Equality in STEAM. Advances in Educational Technologies and Instructional Design Book Series, 2022, , 41-60.	0.2	0