

Maria Meletiou-Mavrotheris

List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

62

papers

263

citations

10

h-index

14

g-index

70

ext. papers

339

ext. citations

1.1

avg, IF

3.86

L-index

#	Paper	IF	Citations
62	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. <i>Mathematics Education Research Journal</i> , 2016 , 28, 53-78	0.9	36
61	Developing students' reasoning about samples and sampling in the context of informal inferences. <i>Educational Studies in Mathematics</i> , 2015 , 88, 385-404	2.9	33
60	DEVELOPING YOUNG STUDENTS' INFORMAL INFERENCE SKILLS IN DATA ANALYSIS. <i>Statistics Education Research Journal</i> , 2008 , 7, 83-106	1.5	22
59	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. <i>Technology and Disability</i> , 2017 , 29, 63-75 ^{0.7}		13
58	Technological Tools in the Introductory Statistics Classroom: Effects on Student Understanding of Inferential Statistics. <i>International Journal of Computers for Mathematical Learning</i> , 2003 , 8, 265-297		13
57	TEACHING STUDENTS THE STOCHASTIC NATURE OF STATISTICAL CONCEPTS IN AN INTRODUCTORY STATISTICS COURSE. <i>Statistics Education Research Journal</i> , 2002 , 1, 22-37	1.5	13
56	Pre-Service Teacher Training on Game-Enhanced Mathematics Teaching and Learning. <i>Technology, Knowledge and Learning</i> , 2016 , 21, 379-399	2.9	12
55	Introductory statistics, college student attitudes and knowledge – a qualitative analysis of the impact of technology-based instruction. <i>International Journal of Mathematical Education in Science and Technology</i> , 2007 , 38, 65-83	0.5	12
54	Augmented Reality in Lower Secondary Education: A Teacher Professional Development Program in Cyprus and Greece. <i>Education Sciences</i> , 2020 , 10, 121	2.2	11
53	Let Students Talk about Emergency Remote Teaching Experience: Secondary Students' Perceptions on Their Experience during the COVID-19 Pandemic. <i>Education Sciences</i> , 2021 , 11, 268	2.2	11
52	Differentiation of teaching and learning mathematics: an action research study in tertiary education. <i>International Journal of Mathematical Education in Science and Technology</i> , 2013 , 44, 332-349 ^{0.5}		10
51	Research on Statistics Teachers' Cognitive and Affective Characteristics. <i>Springer International Handbooks of Education</i> , 2018 , 327-355	0.2	7
50	Helping Nemo! Using Augmented Reality and Alternate Reality Games in the Context of Universal Design for Learning. <i>Education Sciences</i> , 2020 , 10, 95	2.2	6
49	Engineering Attractiveness in the European Educational Environment: Can Distance Education Approaches Make a Difference?. <i>Education Sciences</i> , 2018 , 8, 16	2.2	5
48	Investigating College-Level Introductory Statistics Students' Prior Knowledge of Graphing. <i>Canadian Journal of Science, Mathematics and Technology Education</i> , 2010 , 10, 339-355	0.6	4
47	The Role of Learning and Communication Technologies in Online Courses' Design and Delivery: A Cross-National Study of Faculty Perceptions and Practices. <i>Frontiers in Education</i> , 2021 , 6,	2.1	4
46	Distance Learning for Teacher Professional Development in Statistics Education. <i>Teaching Statistics</i> , 2011 , 33, 2-8	0.6	3

45	Shift to emergency remote preclinical medical education amidst the Covid-19 pandemic: A single-institution study. <i>Anatomical Sciences Education</i> , 2021 ,	6.8	3
44	PROJECT EL-STEM: ENLIVENED LABORATORIES WITHIN STEM EDUCATION 2018 ,		3
43	Online Communities of Practice as Vehicles for Teacher Professional Development 2012 , 142-166		3
42	The Formalist Mathematical Tradition as an Obstacle to Stochastical Reasoning 2007 , 131-155		3
41	Augmented reality in laboratory-based education: Could it change the way students decide about their future studies? 2017 ,		2
40	Teacher Training for Augmented Reading—The Living Book Approach and Initial Results. <i>Education Sciences</i> , 2020 , 10, 144	2.2	2
39	Integrating Mobile Devices in the Mathematics Curriculum. <i>International Journal of Mobile and Blended Learning</i> , 2019 , 11, 19-37	1.1	2
38	Enhancing the Technological, Pedagogical and Content Knowledge (TPACK) of in-service primary teachers in the use of tablet technologies 2017 ,		2
37	Distance Training of Mathematics Teachers: The Early Statistics Experience. <i>RUSC Universities and Knowledge Society Journal</i> , 2012 , 9, 150		2
36	ENHANCING STATISTICS INSTRUCTION IN ELEMENTARY SCHOOLS: INTEGRATING TECHNOLOGY IN PROFESSIONAL DEVELOPMENT 2009 , 6, 57-78		2
35	Technology Adoption in Higher Education. <i>Advances in Educational Marketing, Administration, and Leadership Book Series</i> , 2017 , 295-317	0.1	2
34	Projecting the Future of Cloud Computing in Education. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , 2018 , 262-290	0.3	2
33	DESIGNING A TEACHER TRAINING PROGRAM ON THE INTEGRATION OF AUGMENTED AND MIXED REALITY TECHNOLOGIES WITHIN THE EDUCATIONAL PROCESS 2018 ,		2
32	When Robot A.L.E.X. Trains Teachers How to Teach Mathematics. <i>Mathematics Education in the Digital Era</i> , 2018 , 69-90	0.4	2
31	Augmented Reading Through Emerging Technologies: The Living Book Approach to Teachers' Professional Development. <i>Bridging Human and Machine: Future Education With Intelligence</i> , 2020 , 297-313	0.9	2
30	Web-Based Simulations for the Training of Mathematics Teachers 2013 , 308-340		2
29	Enhancing In-Service Primary Teachers' Technological, Pedagogical and Content Knowledge on Mobile Mathematics Learning. <i>International Journal of Mobile and Blended Learning</i> , 2019 , 11, 1-18	1.1	1
28	Teachers' Reflection on Challenges for Teaching Probability in the Early Years. <i>Early Mathematics Learning and Development</i> , 2018 , 201-215		1

27	Integrating Games into the Early Statistics Classroom: Teachers' Professional Development on Game-Enhanced Learning. <i>Early Mathematics Learning and Development</i> , 2018 , 275-293		1
26	Supporting the Development of College-Level Students' Conceptions of Statistical Inference	167-200	1
25	Flying a Math Class?	506-532	1
24	Early Statistical Reasoning	2018 , 359-376	1
23	Integrating Game-Enhanced Mathematics Learning into the Pre-Service Training of Teachers	2013 , 159-179	1
22	Digital Games as Tools for Enhancing Statistics Instruction in the Early Years: A Teaching Intervention Within a Grade 2 Mathematics Classroom. <i>Lecture Notes in Computer Science</i> , 2019 , 414-417	0.9	0
21	A Teacher Professional Development Program on Teaching STEM-Related Topics Using Augmented Reality in Secondary Education. <i>Bridging Human and Machine: Future Education With Intelligence</i> , 2020 , 113-126	0.9	0
20	A Study on Statistical Technological and Pedagogical Content Knowledge on an Innovative Course on Quantitative Research Methods. <i>Advances in Mathematics Education</i> , 2017 , 467-494	0.5	
19	CERME7 Working Group 5: Stochastic thinking. <i>Research in Mathematics Education</i> , 2012 , 14, 193-194	1.2	
18	Building a Bridge for Inclusive Assessment of Newly-Arrived Migrants' Knowledge in Science and Mathematics. <i>Advances in Educational Marketing, Administration, and Leadership Book Series</i> , 2022 , 256-282	0.1	
17	Integrating Game-Enhanced Mathematics Learning into the Pre-Service Training of Teachers	1555-1575	
16	Teaching Mathematics with Tablet PCs	322-344	
15	Web-Based Simulations for the Training of Mathematics Teachers	437-460	
14	Students' Kinaesthetic Interactions with a Touch-Enabled Virtual Mapping Tool	1701-1722	
13	Changing Children's Stance towards Mathematics through Mobile Teaching. <i>Advances in Mobile and Distance Learning Book Series</i> , 2015 , 122-145	0.3	
12	Students' Kinaesthetic Interactions with a Touch-Enabled Virtual Mapping Tool. <i>Advances in Mobile and Distance Learning Book Series</i> , 2015 , 1-23	0.3	
11	Teaching Mathematics with Tablet PCs. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , 2015 , 175-197	0.3	
10	A Case Study of Primary School Students' Use of a Dynamic Statistics Software Package for Analyzing and Interpreting Data. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , 2015 , 24-42	0.3	

- 9 Early Statistical Reasoning. *International Journal of Information Communication Technologies and Human Development*, **2016**, 8, 26-41 0.2
- 8 SMASH **2010**, 171-192
- 7 Distance Education of Statistics Teachers. *New ICMI Study Series*, **2011**, 383-394
- 6 SMASH. *Advances in Educational Technologies and Instructional Design Book Series*, **2012**, 73-98 0.3
- 5 Flying a Math Class?. *Advances in Higher Education and Professional Development Book Series*, **2014**, 391-417
- 4 Online Communities of Practice as Vehicles for Teacher Professional Development **2014**, 1791-1815
- 3 Designing and Playing Games in Scratch: Smart Pedagogy of a Game-Based Challenge for Probabilistic Reasoning. *Advances in Game-based Learning*, **2021**, 57-70 0.7
- 2 Projecting the Future of Cloud Computing in Education **2021**, 2622-2650
- 1 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 0.3