Stpapadakis

List of Publications by Year
in descending order

103
papers

3,295
citations

147566

31
h-index

197535

49
g-index

108
all docs

108
docs citations

108
times ranked

1178
citing authors

#	Article	IF	Citations
1	Gamification in Science Education. A Systematic Review of the Literature. Education Sciences, 2021, 11, 22.	1.4	185
2	Developing fundamental programming concepts and computational thinking with ScratchJr in preschool education: a case study. International Journal of Mobile Learning and Organisation, 2016, 10, 187.	0.2	165
3	Educational apps from the Android Google Play for Greek preschoolers: A systematic review. Computers and Education, 2018, 116, 139-160.	5.1	137
4	Mobile educational applications for children: what educators and parents need to know. International Journal of Mobile Learning and Organisation, 2017, 11, 256.	0.2	130
5	Using Mobile Devices for Teaching Realistic Mathematics in Kindergarten Education. Creative Education, 2013, 04, 1-10.	0.2	111
6	Parental involvement and attitudes towards young Greek children's mobile usage. International Journal of Child-Computer Interaction, 2019, 22, 100144.	2.5	82
7	Designing and creating an educational app rubric for preschool teachers. Education and Information Technologies, 2017, 22, 3147-3165.	3.5	81
8	The effectiveness of computer and tablet assisted intervention in early childhood students' understanding of numbers. An empirical study conducted in Greece. Education and Information Technologies, 2018, 23, 1849-1871.	3.5	71
9	Examining Teachers' Perspectives on School Principals' Digital Leadership Roles and Technology Capabilities during the COVID-19 Pandemic. Sustainability, 2021, 13, 13448.	1.6	69
10	Evaluating pre-service kindergarten teachers' intention to adopt and use tablets into teaching practice for natural sciences. International Journal of Mobile Learning and Organisation, 2019, 13, 113.	0.2	67
11	Improving Mathematics Teaching in Kindergarten with Realistic Mathematical Education. Early Childhood Education Journal, 2017, 45, 369-378.	1.6	63
12	Comparing Tablets and PCs in teaching Mathematics: An attempt to improve Mathematics Competence in Early Childhood Education. Preschool and Primary Education, 2016, 4, 241.	0.2	62
13	Tablets and apps for promoting robotics, mathematics, STEM education and literacy in early childhood education. International Journal of Mobile Learning and Organisation, 2020, 14, 255.	0.2	58
14	Attitudes towards the Use of Educational Robotics: Exploring Pre-Service and In-Service Early Childhood Teacher Profiles. Education Sciences, 2021, 11, 204.	1.4	58
15	Examining the Associations between COVID-19-Related Psychological Distress, Social Media Addiction, COVID-19-Related Burnout, and Depression among School Principals and Teachers through Structural Equation Modeling. International Journal of Environmental Research and Public Health, 2022, 19, 1951.	1.2	57
16	The Impact of Coding Apps to Support Young Children in Computational Thinking and Computational Fluency. A Literature Review. Frontiers in Education, 2021, 6, .	1.2	56
17	Exploring the Interrelationship between COVID-19 Phobia, Work–Family Conflict, Family–Work Conflict, and Life Satisfaction among School Administrators for Advancing Sustainable Management. Sustainability, 2021, 13, 8654.	1.6	53
18	Using Scratch and App Inventor for teaching introductory programming in secondary education. A case study. International Journal of Technology Enhanced Learning, 2016, 8, 217.	0.4	52

#	Article	IF	Citations
19	Teaching natural science concepts to young children with mobile devices and hands-on activities. A case study. International Journal of Teaching and Case Studies, 2018, 9, 171.	0.1	52
20	The Appropriateness of Scratch and App Inventor as Educational Environments for Teaching Introductory Programming in Primary and Secondary Education. International Journal of Web-Based Learning and Teaching Technologies, 2017, 12, 58-77.	0.6	48
21	Teaching mathematics with mobile devices and the Realistic Mathematical Education (RME) approach in kindergarten. Advanced Journal of Nursing, 2021, 1, 5-18.	1.5	45
22	Combining mobile technologies in environmental education: a Greek case study. International Journal of Mobile Learning and Organisation, 2017, 11, 108.	0.2	44
23	Investigating the Relationships between COVID-19 Quality of Life, Loneliness, Happiness, and Internet Addiction among K-12 Teachers and School Administratorsâ€"A Structural Equation Modeling Approach. International Journal of Environmental Research and Public Health, 2022, 19, 1052.	1.2	44
24	Exploring the Use of Educational Robotics in Primary School and Its Possible Place in the Curricula. Studies in Computational Intelligence, 2021, , 216-229.	0.7	43
25	Teaching Magnetism to Preschool Children: The Effectiveness of Picture Story Reading. Early Childhood Education Journal, 2018, 46, 535-546.	1.6	42
26	Developing and Exploring an Evaluation Tool for Educational Apps (E.T.E.A.) Targeting Kindergarten Children. Sustainability, 2020, 12, 4201.	1.6	42
27	The use of computer games in classroom environment. International Journal of Teaching and Case Studies, 2018, 9, 1.	0.1	40
28	Advances in Mobile Learning Educational Research (A.M.L.E.R.): Mobile learning as an educational reform. Advanced Journal of Nursing, 2021, 1, 1-4.	1.5	40
29	The management of Digital Learning Objects of Natural Sciences and Digital Experiment Simulation Tools by teachers. Advanced Journal of Nursing, 2021, 1, 58-71.	1.5	40
30	Is Pair Programming More Effective than Solo Programming for Secondary Education Novice Programmers?. International Journal of Web-Based Learning and Teaching Technologies, 2018, 13, 1-16.	0.6	39
31	Using Gamification for Supporting an Introductory Programming Course. The Case of ClassCraft in a Secondary Education Classroom. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 366-375.	0.2	39
32	Novice Programming Environments. Scratch & App Inventor. , 2014, , .		38
33	Evaluating pre-service teachers' acceptance of mobile devices with regards to their age and gender: a case study in Greece. International Journal of Mobile Learning and Organisation, 2018, 12, 336.	0.2	37
34	Factors That Hinder in-Service Teachers from Incorporating Educational Robotics into Their Daily or Future Teaching Practice. , 2021, , .		37
35	Creativity and innovation in European education. Ten years eTwinning. Past, present and the future. International Journal of Technology Enhanced Learning, 2016, 8, 279.	0.4	36
36	Robots and Robotics Kits for Early Childhood and First School Age. International Journal of Interactive Mobile Technologies, 2020, 14, 34.	0.7	35

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37	Parents' Perceptions of Educational Apps Use for Kindergarten Children: Development and Validation of a New Instrument (PEAU-p) and Exploration of Parents' Profiles. Behavioral Sciences (Basel,) Tj ETQq1 1 0.784314 rgBT#Overlock		
38	Mobile device use among preschool-aged children in Greece. Education and Information Technologies, 2022, 27, 2717-2750.	3.5	34
39	The Use of Developmentally Mobile Applications for Preparing Pre-Service Teachers to Promote STEM Activities in Preschool Classrooms. Advances in Educational Technologies and Instructional Design Book Series, 2020, , 82-100.	0.2	34
40	Challenges and Opportunities of Mathematics in Digital Times: Preschool Teachers' Views. Education Sciences, 2022, 12, 459.	1.4	33
41	Evaluating the Learning Process: The "ThimelEdu"Educational Game Case Study. , 2020, , .		32
42	Evaluating the effectiveness of a game-based learning approach in modifying students' behavioural outcomes and competence, in an introductory programming course. A case study in Greece. International Journal of Teaching and Case Studies, 2019, 10, 235.	0.1	31
43	Comparing novice programing environments for use in secondary education: App Inventor for Android vs. Alice. International Journal of Technology Enhanced Learning, 2018, 10, 44.	0.4	30
44	Evaluating a course for teaching introductory programming with Scratch to pre-service kindergarten teachers. International Journal of Technology Enhanced Learning, 2019, 11, 231.	0.4	28
45	Tools for evaluating educational apps for young children: a systematic review of the literature. Interactive Technology and Smart Education, 2021, 18, 18-49.	3.8	28
46	Evaluating Moodle use via Smart Mobile Phones. A case study in a Greek University. EAI Endorsed Transactions on Creative Technologies, 2018, 5, 156382.	1.0	26
47	A Research Synthesis of the Real Value of Self-Proclaimed Mobile Educational Applications for Young Children. Advances in Educational Technologies and Instructional Design Book Series, 2020, , 1-19.	0.2	24
48	Gender stereotypes in Greek computer science school textbooks. International Journal of Teaching and Case Studies, 2018, 9, 48.	0.1	23
49	Science Mapping of the Global Knowledge Base on Management, Leadership, and Administration Related to COVID-19 for Promoting the Sustainability of Scientific Research. Sustainability, 2021, 13, 9631.	1.6	23
50	Evaluating pre-service teachers' acceptance of mobile devices with regards to their age and gender: a case study in Greece. International Journal of Mobile Learning and Organisation, 2018, 12, 336.	0.2	23
51	An Overview of Mobile Learning for Refugee Students: Juxtaposing Refugee Needs with Mobile Applications' Characteristics. Challenges, 2020, 11, 31.	0.9	22
52	The Combined Use of Lego Mindstorms NXT and App Inventor for Teaching Novice Programmers. Advances in Intelligent Systems and Computing, 2017, , 193-204.	0.5	21
53	in-Game Raw Data Collection and Visualization in the Context of the "ThimelEdu"Educational Game. Communications in Computer and Information Science, 2020, , 629-646.	0.4	21
54	Access Moodle Using Smart Mobile Phones. A Case Study in a Greek University. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 376-385.	0.2	20

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55	The use of computer games in classroom environment. International Journal of Teaching and Case Studies, 2018, 9, 1.	0.1	20
56	Generating Education in-Game Data: The Case of an Ancient Theatre Serious Game. , 2019, , .		20
57	Women in computer science. The case study of the Computer Science Department of the University of Crete, Greece. International Journal of Teaching and Case Studies, 2018, 9, 142.	0.1	19
58	Deepening Our Knowledge about Sustainability Education in the Early Years: Lessons from a Water Project. Education Sciences, 2021, 11, 251.	1.4	19
59	Apps to Promote Computational Thinking Concepts and Coding Skills in Children of Preschool and Pre-Primary School Age. , 2022, , 610-630.		19
60	Tablets and apps for promoting robotics, mathematics, STEM education and literacy in early childhood education. International Journal of Mobile Learning and Organisation, 2020, 14, 255.	0.2	18
61	Can Preschoolers Learn Computational Thinking and Coding Skills with ScratchJr? A Systematic Literature Review. International Journal of Educational Reform, 2024, 33, 28-61.	0.4	18
62	Evaluating a game-development approach to teach introductory programming concepts in secondary education. International Journal of Technology Enhanced Learning, 2020, 12, 127.	0.4	17
63	Î¾Î¾Î¾Î¿Î¾Î»ÏŒÎ³Î·Ïƒ Ï„Î‰οÎ½ Î¼Î»Î½Î¬Î½Î¼ÎºÎ¶Î½ Î¼ÎºÎ¾Î±Î½ÎŸÎ¼Ï…Ï„Î±ÎºÎŸÎ½ Î¼Ï†Î±Î½Î¼Î¾Î³ÎŸÎ½ Î³Î±Î¼ Ï†ÎŸÎ¼Î¼ÎŸÏ…Ï„, Î¼Î¼ Î»ÎµÎ¾Î¼ÏοÎ¬Î¼Î³ÎºÎŒ Ï†Ï‡Ï†,		
64	Evaluating pre-service kindergarten teachers' intention to adopt and use tablets into teaching practice for natural sciences. International Journal of Mobile Learning and Organisation, 2019, 13, 113.	0.2	17
65	Creativity and innovation in European education. 10 years eTwinning. Past, present and the future.. International Journal of Technology Enhanced Learning, 2016, 1, 1.	0.4	15
66	Using Scratch and App Inventor for teaching introductory programming in Secondary Education. A case study.. International Journal of Technology Enhanced Learning, 2016, 1, 1.	0.4	15
67	Evaluating a Course for Teaching Advanced Programming Concepts with Scratch to Preservice Kindergarten Teachers: A Case Study in Greece. , 2019, , .		14
68	Evaluating the efficiency of two programming environments in shaping novices' attitudes, perceptions, beliefs and knowledge in programming: a comparison between Scratch and App Inventor. International Journal of Teaching and Case Studies, 2019, 10, 31.	0.1	14
69	Combining mobile technologies in environmental education: a Greek case study. International Journal of Mobile Learning and Organisation, 2017, 11, 108.	0.2	14
70	Apps to Promote Computational Thinking Concepts and Coding Skills in Children of Preschool and Pre-Primary School Age. Advances in Educational Technologies and Instructional Design Book Series, 2020, , 101-121.	0.2	14
71	Mobile Learning Applications for Refugees: A Systematic Literature Review. Education Sciences, 2022, 12, 96.	1.4	14
72	Evaluating a course for teaching introductory programming with Scratch to pre-service kindergarten teachers. International Journal of Technology Enhanced Learning, 2019, 11, 231.	0.4	13

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73	Adult Education and Lifelong Learning. The case of GSAE (General Secretary for Adult Education) in Greece. International Journal of Advanced Corporate Learning, 2009, 2, 15.	0.5	13
74	The Appropriateness of Scratch and App Inventor as Educational Environments for Teaching Introductory Programming in Primary and Secondary Education. , 2019, , 797-819.		12
75	Apps to Promote Computational Thinking and Coding Skills to Young Age Children: A Pedagogical Challenge for the 21st Century Learners. Educational Process: International Journal, 2022, 11, .	0.5	12
76	DuBot. Advances in Educational Technologies and Instructional Design Book Series, 2021, , 441-465.	0.2	11
77	Evaluating a Teaching Intervention for Teaching STEM and Programming Concepts Through the Creation of a Weather-Forecast App for Smart Mobile Devices. Advances in Early Childhood and K-12 Education, 2020, , 31-53.	0.2	11
78	Exploring Preservice Teachers' Attitudes About the Usage of Educational Robotics in Preschool Education. Advances in Early Childhood and K-12 Education, 2020, , 339-355.	0.2	11
79	A Novel, Modular Robot for Educational Robotics Developed Using Action Research Evaluated on Technology Acceptance Model. Education Sciences, 2022, 12, 274.	1.4	11
80	Nanotechnology and mobile learning: perspectives and opportunities in young children's education. International Journal of Technology Enhanced Learning, 2021, 13, 237.	0.4	10
81	Learning Computational Thinking Development in Young Children With Bee-Bot Educational Robotics. Advances in Early Childhood and K-12 Education, 2020, , 289-309.	0.2	10
82	Teachers' Attitudes on the Use of Educational Robotics in Primary School. Lecture Notes in Educational Technology, 2022, , 257-283.	0.5	10
83	Mobile educational applications for children. What educators and parents need to know.. International Journal of Mobile Learning and Organisation, 2017, 11, 1.	0.2	9
84	A Comparison of Turkish and Greek Parental Mediation Strategies for Digital Games for Children During the COVID-19 Pandemic. Lecture Notes in Educational Technology, 2022, , 555-588.	0.5	9
85	Perceptions About STEM and the Arts: Teachers', Parents' Professionals' and Artists' Understandings About the Role of Arts in STEM Education. Lecture Notes in Educational Technology, 2022, , 601-624.	0.5	9
86	Evaluating the effectiveness of a game-based learning approach in modifying students' behavioural outcomes and competence, in an introductory programming course. A case study in Greece. International Journal of Teaching and Case Studies, 2019, 10, 235.	0.1	7
87	Learning Computational Thinking Development in Young Children With Bee-Bot Educational Robotics. , 2022, , 926-947.		6
88	Comparing novice programing environments for use in secondary education: App Inventor for Android vs. Alice. International Journal of Technology Enhanced Learning, 2018, 10, 44.	0.4	6
89	DuBot. , 2021, , 329-353.		5
90	Exploring Preservice Teachers' Attitudes About the Usage of Educational Robotics in Preschool Education. , 2022, , 807-823.		5

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91	Teaching natural science concepts to young children with mobile devices and hands-on activities. A case study. International Journal of Teaching and Case Studies, 2018, 9, 171.	0.1	5
92	Gender stereotypes in Greek computer science school textbooks. International Journal of Teaching and Case Studies, 2018, 9, 48.	0.1	5
93	In-service teachers' beliefs about educational robotics in preschool classroom. International Journal of Technology Enhanced Learning, 2022, 14, 125.	0.4	5
94	Digital Student Conference Platform Implementation: The case study of the â€œResearch Projectâ€•course. The Journal for Open and Distance Education and Educational Technology, 2016, 12, 5.	0.2	4
95	Editorial: The Impact of Smart Screen Technologies and Accompanied Apps on Young Children Learning and Developmental Outcomes. Frontiers in Education, 2021, 6, .	1.2	4
96	Evaluating a game-development approach to teach introductory programming concepts in Secondary Education. International Journal of Technology Enhanced Learning, 2020, 1, 1.	0.4	3
97	In-service teachers' beliefs about educational robotics in preschool classroom. International Journal of Technology Enhanced Learning, 2022, 14, 125.	0.4	2
98	Îœî¹Î± Î¼Ï€Î¹Ïƒ†ºÏŒÏ€Î·Ïƒî. Ï„Î¿Ï… Ï€Î¼Î†Î¿î. Ï„Ï‰Î½ Î¼Î°Ï€Î±Î¹Î†Î¼Ï…Ï„Î¹Î¹ºÏŽÎ½ Ï†Î¿Ï‡Î„Ï‚ÏŽÎ½ Î¼Ï†Î±Î¼Î¼Î¿Î³ÏŽÎ½ Î³Î¹Î± Ï€Î±Î¹Î†Î¹Â¬Ï€ÎŸÎ¿Ï‡Â»Î¹Â¹Î®Ï, Îº95.	0.2	1
99	Women in computer science. The case study of the Computer Science Department of the University of Crete, Greece. International Journal of Teaching and Case Studies, 2018, 9, 142.	0.1	1
100	Education of preschool and elementary teachers on the use of adaptive gamification in science education. International Journal of Technology Enhanced Learning, 2022, 14, 1.	0.4	1
101	Î¾î¹Î¿Î»Î¿Î³Î·Ïƒî. Ï„Ï‰Î½ Ï†Î¿Ï‡Î„Ï‚ÏŽÎ½ Ï„Î¼Ï‡Î½Î¿Î»Î¿Î³Î¹ÏŽÎ½ Î°Î±Î¹ Ï„Ï„Î¹ Î¼Â¼Ï€Î¿Ï‡Î„Î¹Î®Ï, Î³Î¹Î± Ï„Î·Î½ ÎºÎ¹Î±ÏƒÏ†Î°Î»Î¹Î± Ï„Ï¿Î¹	0.1	0
102	Evaluating the efficiency of two programming environments in shaping novices' attitudes, perceptions, beliefs and knowledge in programming: a comparison between Scratch and App Inventor. International Journal of Teaching and Case Studies, 2019, 10, 31.	0.1	0
103	Î¾î¹Â»ÎŒÎ³î¹Ïƒî. Ï„Ï‰Î½ Î¼Î°Ï€Î±Î¹Î†Î¼Ï…Ï„Î¹Î¹ºÏŽÎ½ Ï„Î¼Ï‡Î½Î¿Î»Î¿Î³Î¹ÏŽÎ½ Î³Î¹Î± Ï„Î·Î½ Î¦Î¿Î¹ÏŽÎ·Ïƒî. Ï„Î¹ Î¥Ï€Î¿Â»Î¿Î³Î¹ÏƒÏ„Î¹ÏŽÎ®Ï Î¦ÎºÎ¬Î°î¹Î¹Ï„î.	0.0	0