

# Stpapadakis

## 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.

88

papers

1,608

citations

22

h-index

35

g-index

108

ext. papers

2,440

ext. citations

1.2

avg, IF

6.41

L-index

#	Paper	IF	Citations
88	Developing fundamental programming concepts and computational thinking with ScratchJr in preschool education: a case study. <i>International Journal of Mobile Learning and Organisation</i> , <b>2016</b> , 10, 187	2	100
87	Educational apps from the Android Google Play for Greek preschoolers: A systematic review. <i>Computers and Education</i> , <b>2018</b> , 116, 139-160	9.5	95
86	Using Mobile Devices for Teaching Realistic Mathematics in Kindergarten Education. <i>Creative Education</i> , <b>2013</b> , 04, 1-10	0.4	79
85	Mobile educational applications for children: what educators and parents need to know. <i>International Journal of Mobile Learning and Organisation</i> , <b>2017</b> , 11, 256	2	78
84	Gamification in Science Education. A Systematic Review of the Literature. <i>Education Sciences</i> , <b>2021</b> , 11, 22	2.2	60
83	Designing and creating an educational app rubric for preschool teachers. <i>Education and Information Technologies</i> , <b>2017</b> , 22, 3147-3165	3.6	53
82	Evaluating pre-service kindergarten teachers' intention to adopt and use tablets into teaching practice for natural sciences. <i>International Journal of Mobile Learning and Organisation</i> , <b>2019</b> , 13, 113	2	45
81	Comparing Tablets and PCs in teaching Mathematics: An attempt to improve Mathematics Competence in Early Childhood Education. <i>Preschool and Primary Education</i> , <b>2016</b> , 4, 241	1	44
80	Using Scratch and App Inventor for teaching introductory programming in secondary education. A case study. <i>International Journal of Technology Enhanced Learning</i> , <b>2016</b> , 8, 217	1.2	40
79	Improving Mathematics Teaching in Kindergarten with Realistic Mathematical Education. <i>Early Childhood Education Journal</i> , <b>2017</b> , 45, 369-378	1.3	37
78	The effectiveness of computer and tablet assisted intervention in early childhood students' understanding of numbers. An empirical study conducted in Greece. <i>Education and Information Technologies</i> , <b>2018</b> , 23, 1849-1871	3.6	36
77	Combining mobile technologies in environmental education: a Greek case study. <i>International Journal of Mobile Learning and Organisation</i> , <b>2017</b> , 11, 108	2	36
76	Teaching natural science concepts to young children with mobile devices and hands-on activities. A case study. <i>International Journal of Teaching and Case Studies</i> , <b>2018</b> , 9, 171	0.5	35
75	The Appropriateness of Scratch and App Inventor as Educational Environments for Teaching Introductory Programming in Primary and Secondary Education. <i>International Journal of Web-Based Learning and Teaching Technologies</i> , <b>2017</b> , 12, 58-77	0.9	34
74	Parental involvement and attitudes towards young Greek children's mobile usage. <i>International Journal of Child-Computer Interaction</i> , <b>2019</b> , 22, 100144	3.7	33
73	Creativity and innovation in European education. Ten years eTwinning. Past, present and the future. <i>International Journal of Technology Enhanced Learning</i> , <b>2016</b> , 8, 279	1.2	28
72	Tablets and apps for promoting robotics, mathematics, STEM education and literacy in early childhood education. <i>International Journal of Mobile Learning and Organisation</i> , <b>2020</b> , 14, 255	2	27

71	Novice Programming Environments. Scratch & App Inventor <b>2014</b> ,		26
70	The use of computer games in classroom environment. <i>International Journal of Teaching and Case Studies</i> , <b>2018</b> , 9, 1	0.5	26
69	The management of Digital Learning Objects of Natural Sciences and Digital Experiment Simulation Tools by teachers. <i>Advanced Journal of Nursing</i> , <b>2021</b> , 1, 58-71		24
68	Exploring the Interrelationship between COVID-19 Phobia, WorkFamily Conflict, FamilyWork Conflict, and Life Satisfaction among School Administrators for Advancing Sustainable Management. <i>Sustainability</i> , <b>2021</b> , 13, 8654	3.6	24
67	Evaluating pre-service teachers' acceptance of mobile devices with regards to their age and gender: a case study in Greece. <i>International Journal of Mobile Learning and Organisation</i> , <b>2018</b> , 12, 336	2	23
66	Using Gamification for Supporting an Introductory Programming Course. The Case of ClassCraft in a Secondary Education Classroom. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , <b>2018</b> , 366-375	0.2	21
65	Teaching mathematics with mobile devices and the Realistic Mathematical Education (RME) approach in kindergarten. <i>Advanced Journal of Nursing</i> , <b>2021</b> , 1, 5-18		21
64	Developing and Exploring an Evaluation Tool for Educational Apps (E.T.E.A.) Targeting Kindergarten Children. <i>Sustainability</i> , <b>2020</b> , 12, 4201	3.6	20
63	Attitudes towards the Use of Educational Robotics: Exploring Pre-Service and In-Service Early Childhood Teacher Profiles. <i>Education Sciences</i> , <b>2021</b> , 11, 204	2.2	20
62	Is Pair Programming More Effective than Solo Programming for Secondary Education Novice Programmers?. <i>International Journal of Web-Based Learning and Teaching Technologies</i> , <b>2018</b> , 13, 1-16	0.9	19
61	Teaching Magnetism to Preschool Children: The Effectiveness of Picture Story Reading. <i>Early Childhood Education Journal</i> , <b>2018</b> , 46, 535-546	1.3	18
60	Examining Teachers' Perspectives on School Principals' Digital Leadership Roles and Technology Capabilities during the COVID-19 Pandemic. <i>Sustainability</i> , <b>2021</b> , 13, 13448	3.6	18
59	Gender stereotypes in Greek computer science school textbooks. <i>International Journal of Teaching and Case Studies</i> , <b>2018</b> , 9, 48	0.5	18
58	A Research Synthesis of the Real Value of Self-Proclaimed Mobile Educational Applications for Young Children. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , <b>2020</b> , 1-19	0.3	17
57	The Impact of Coding Apps to Support Young Children in Computational Thinking and Computational Fluency. A Literature Review. <i>Frontiers in Education</i> , <b>2021</b> , 6,	2.1	17
56	Advances in Mobile Learning Educational Research (A.M.L.E.R.): Mobile learning as an educational reform. <i>Advanced Journal of Nursing</i> , <b>2021</b> , 1, 1-4		17
55	Women in computer science. The case study of the Computer Science Department of the University of Crete, Greece. <i>International Journal of Teaching and Case Studies</i> , <b>2018</b> , 9, 142	0.5	16
54	Evaluating Moodle use via Smart Mobile Phones. A case study in a Greek University. <i>EAI Endorsed Transactions on Creative Technologies</i> , <b>2018</b> , 5, 156382	0.5	15

53	Generating Education in-Game Data: The Case of an Ancient Theatre Serious Game <b>2019</b> ,		15
52	Evaluating a course for teaching introductory programming with Scratch to pre-service kindergarten teachers. <i>International Journal of Technology Enhanced Learning</i> , <b>2019</b> , 11, 231	1.2	15
51	Exploring the Use of Educational Robotics in Primary School and Its Possible Place in the Curricula. <i>Studies in Computational Intelligence</i> , <b>2021</b> , 216-229	0.8	15
50	Robots and Robotics Kits for Early Childhood and First School Age. <i>International Journal of Interactive Mobile Technologies</i> , <b>2020</b> , 14, 34	1.1	14
49	Evaluating a Course for Teaching Advanced Programming Concepts with Scratch to Preservice Kindergarten Teachers: A Case Study in Greece <b>2019</b> ,		14
48	Evaluating the Learning Process: The ThimelEdu Educational Game Case Study <b>2020</b> ,		14
47	Comparing novice programming environments for use in secondary education: App Inventor for Android vs. Alice. <i>International Journal of Technology Enhanced Learning</i> , <b>2018</b> , 10, 44	1.2	14
46	The Use of Developmentally Mobile Applications for Preparing Pre-Service Teachers to Promote STEM Activities in Preschool Classrooms. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , <b>2020</b> , 82-100	0.3	13
45	Evaluating the efficiency of two programming environments in shaping novices' attitudes, perceptions, beliefs and knowledge in programming: a comparison between Scratch and App Inventor. <i>International Journal of Teaching and Case Studies</i> , <b>2019</b> , 10, 31	0.5	13
44	in-Game Raw Data Collection and Visualization in the Context of the ThimelEdu Educational Game. <i>Communications in Computer and Information Science</i> , <b>2020</b> , 629-646	0.3	12
43	Apps to Promote Computational Thinking Concepts and Coding Skills in Children of Preschool and Pre-Primary School Age. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , <b>2020</b> , 101-121	0.3	12
42	Factors That Hinder in-Service Teachers from Incorporating Educational Robotics into Their Daily or Future Teaching Practice <b>2021</b> ,		12
41	Science Mapping of the Global Knowledge Base on Management, Leadership, and Administration Related to COVID-19 for Promoting the Sustainability of Scientific Research. <i>Sustainability</i> , <b>2021</b> , 13, 9631	3.6	12
40	Access Moodle Using Smart Mobile Phones. A Case Study in a Greek University. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , <b>2018</b> , 376-385	0.2	11
39	Adult Education and Lifelong Learning. The case of GSAE (General Secretary for Adult Education) in Greece. <i>International Journal of Advanced Corporate Learning</i> , <b>2009</b> , 2, 15	0.7	10
38	Evaluating a game-development approach to teach introductory programming concepts in secondary education. <i>International Journal of Technology Enhanced Learning</i> , <b>2020</b> , 12, 127	1.2	10
37	Parents' Perceptions of Educational Apps Use for Kindergarten Children: Development and Validation of a New Instrument (PEAU-p) and Exploration of Parents' Profiles. <i>Behavioral Sciences (Basel, Switzerland)</i> , <b>2021</b> , 11,	2.3	10
36	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. <i>International Journal of Teaching and Case Studies</i> , <b>2019</b> , 10, 235	0.5	10

35	The Combined Use of Lego Mindstorms NXT and App Inventor for Teaching Novice Programmers. <i>Advances in Intelligent Systems and Computing</i> , <b>2017</b> , 193-204	0.4	9
34	Android  <i>Preschool and Primary Education</i> , <b>2017</b> , 5, 65	1	9
33	The use of computer games in classroom environment. <i>International Journal of Teaching and Case Studies</i> , <b>2018</b> , 9, 1	0.5	9
32	The Appropriateness of Scratch and App Inventor as Educational Environments for Teaching Introductory Programming in Primary and Secondary Education <b>2019</b> , 797-819		9
31	Deepening Our Knowledge about Sustainability Education in the Early Years: Lessons from a Water Project. <i>Education Sciences</i> , <b>2021</b> , 11, 251	2.2	9
30	Evaluating a Teaching Intervention for Teaching STEM and Programming Concepts Through the Creation of a Weather-Forecast App for Smart Mobile Devices. <i>Advances in Early Childhood and K-12 Education</i> , <b>2020</b> , 31-53	0.2	8
29	Learning Computational Thinking Development in Young Children With Bee-Bot Educational Robotics. <i>Advances in Early Childhood and K-12 Education</i> , <b>2020</b> , 289-309	0.2	8
28	Exploring Preservice Teachers' Attitudes About the Usage of Educational Robotics in Preschool Education. <i>Advances in Early Childhood and K-12 Education</i> , <b>2020</b> , 339-355	0.2	8
27	DuBot. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , <b>2021</b> , 441-465	0.3	8
26	An Overview of Mobile Learning for Refugee Students: Juxtaposing Refugee Needs with Mobile Applications Characteristics. <i>Challenges</i> , <b>2020</b> , 11, 31	3.4	7
25	Tablets and apps for promoting robotics, mathematics, STEM education and literacy in early childhood education. <i>International Journal of Mobile Learning and Organisation</i> , <b>2020</b> , 14, 255	2	7
24	Investigating the Relationships between COVID-19 Quality of Life, Loneliness, Happiness, and Internet Addiction among K-12 Teachers and School Administrators-A Structural Equation Modeling Approach.. <i>International Journal of Environmental Research and Public Health</i> , <b>2022</b> , 19,	4.6	6
23	Mobile educational applications for children. What educators and parents need to know.. <i>International Journal of Mobile Learning and Organisation</i> , <b>2017</b> , 11, 1	2	6
22	Tools for evaluating educational apps for young children: a systematic review of the literature. <i>Interactive Technology and Smart Education</i> , <b>2020</b> , ahead-of-print,	2.4	5
21	Nanotechnology and mobile learning: perspectives and opportunities in young children's education. <i>International Journal of Technology Enhanced Learning</i> , <b>2021</b> , 13, 237	1.2	5
20	Mobile device use among preschool-aged children in Greece. <i>Education and Information Technologies</i> , <b>2021</b> , 1-34	3.6	5
19	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.. <i>International Journal of Environmental Research and Public Health</i> , <b>2022</b> , 19,	4.6	4
18	Combining mobile technologies in environmental education: a Greek case study. <i>International Journal of Mobile Learning and Organisation</i> , <b>2017</b> , 11, 108	2	4

17	Using Scratch and App Inventor for teaching introductory programming in Secondary Education. A case study.. <i>International Journal of Technology Enhanced Learning</i> , <b>2016</b> , 1, 1	1.2	4
16	Evaluating a course for teaching introductory programming with Scratch to pre-service kindergarten teachers. <i>International Journal of Technology Enhanced Learning</i> , <b>2019</b> , 11, 231	1.2	4
15	Mobile Learning Applications for Refugees: A Systematic Literature Review. <i>Education Sciences</i> , <b>2022</b> , 12, 96	2.2	3
14	Digital Student Conference Platform Implementation: The case study of the Research Project course. <i>The Journal for Open and Distance Education and Educational Technology</i> , <b>2016</b> , 12, 5	1	3
13	Creativity and innovation in European education. 10 years eTwinning. Past, present and the future.. <i>International Journal of Technology Enhanced Learning</i> , <b>2016</b> , 1, 1	1.2	3
12	Comparing novice programming environments for use in secondary education: App Inventor for Android vs. Alice. <i>International Journal of Technology Enhanced Learning</i> , <b>2018</b> , 10, 44	1.2	2
11	DuBot <b>2021</b> , 329-353		2
10	Can Preschoolers Learn Computational Thinking and Coding Skills with ScratchJr? A Systematic Literature Review. <i>International Journal of Educational Reform</i> , 105678792210760	0.3	2
9	Teachers' Attitudes on the Use of Educational Robotics in Primary School. <i>Lecture Notes in Educational Technology</i> , <b>2022</b> , 257-283	0.4	2
8	Perceptions About STEM and the Arts: Teachers', Parents', Professionals' and Artists' Understandings About the Role of Arts in STEM Education. <i>Lecture Notes in Educational Technology</i> , <b>2022</b> , 601-624	0.4	2
7	A Novel, Modular Robot for Educational Robotics Developed Using Action Research Evaluated on Technology Acceptance Model. <i>Education Sciences</i> , <b>2022</b> , 12, 274	2.2	1
6	Learning Computational Thinking Development in Young Children With Bee-Bot Educational Robotics <b>2022</b> , 926-947		0
5	Exploring Preservice Teachers' Attitudes About the Usage of Educational Robotics in Preschool Education <b>2022</b> , 807-823		0
4	Apps to Promote Computational Thinking Concepts and Coding Skills in Children of Preschool and Pre-Primary School Age <b>2022</b> , 610-630		0
3	Preparing Greek Pre-service Kindergarten Teachers to Promote Creativity: Opportunities Using Scratch and Makey Makey <b>2022</b> , 347-364		0
2	Greek Parents' App Choices and Young Children's Smart Mobile Usage at Home. <i>Lecture Notes in Networks and Systems</i> , <b>2022</b> , 39-50	0.5	0
1	A Comparison of Turkish and Greek Parental Mediation Strategies for Digital Games for Children During the COVID-19 Pandemic. <i>Lecture Notes in Educational Technology</i> , <b>2022</b> , 555-588	0.4	0