

Vassilis Komis

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/913757/publications.pdf>

Version: 2024-02-01

35
papers

1,051
citations

623734

14
h-index

552781

26
g-index

38
all docs

38
docs citations

38
times ranked

717
citing authors

#	ARTICLE	IF	CITATIONS
1	Computer simulations in physics teaching and learning: a case study on students' understanding of trajectory motion. <i>Computers and Education</i> , 2001, 36, 183-204.	8.3	194
2	Examining teachers'™ beliefs about ICT in education: implications of a teacher preparation programme. <i>Teacher Development</i> , 2007, 11, 149-173.	0.7	191
3	Reflective practice in initial teacher training: critiques and perspectives. <i>Reflective Practice</i> , 2013, 14, 104-117.	1.4	101
4	On analysis of collaborative problem solving: an object-oriented approach. <i>Computers in Human Behavior</i> , 2003, 19, 147-167.	8.5	77
5	Computer-Supported Collaborative Concept Mapping: Study of Synchronous Peer Interaction. <i>Education and Information Technologies</i> , 2002, 7, 169-188.	5.7	49
6	Teachers'™ Readiness to Adopt Mobile Learning in Classrooms: A Study in Greece. <i>Technology, Knowledge and Learning</i> , 2021, 26, 53-77.	4.9	49
7	Robotics and Programming Concepts in Early Childhood Education: A Conceptual Framework for Designing Educational Scenarios. , 2014, , 99-118.		46
8	Using learning analytics to identify successful learners in a blended learning course. <i>International Journal of Technology Enhanced Learning</i> , 2013, 5, 133.	0.7	39
9	The effective combination of hybrid usability methods in evaluating educational applications of ICT: Issues and challenges. <i>Education and Information Technologies</i> , 2008, 13, 55-76.	5.7	30
10	Learning outcomes and processes in massively multiplayer online games: exploring the perceptions of players. <i>Educational Technology Research and Development</i> , 2014, 62, 245-270.	2.8	29
11	Heterogeneity of learning material in synchronous computer-supported collaborative modelling. <i>Computers and Education</i> , 2005, 44, 135-154.	8.3	28
12	“Scaffolding”™ through talk in groupwork learning. <i>Thinking Skills and Creativity</i> , 2009, 4, 86-103.	3.5	26
13	Comparing computer-supported dynamic modeling and “paper & pencil”™ concept mapping technique in students'™ collaborative activity. <i>Computers and Education</i> , 2007, 49, 991-1017.	8.3	23
14	Design principles for the support of modelling and collaboration in a technology-based learning environment. <i>International Journal of Continuing Engineering Education and Life-Long Learning</i> , 2005, 15, 30.	0.2	18
15	A Scenario-Based Approach for Designing Educational Robotics Activities for Co-creative Problem Solving. <i>Advances in Intelligent Systems and Computing</i> , 2017, , 158-169.	0.6	18
16	Explaining faculty members'™ behavioral intention to use learning management systems. <i>Journal of Computers in Education</i> , 2022, 9, 707-725.	8.3	18
17	Investigating Greek Students' Ideas about Forces and Motion. <i>Research in Science Education</i> , 2003, 33, 375-392.	2.3	17
18	“Elven Elder LVL59 LFP/RB. Please PM me”™: immersion, collaborative tasks and problem-solving in massively multiplayer online games. <i>Learning, Media and Technology</i> , 2010, 35, 171-202.	3.2	14

#	ARTICLE	IF	CITATIONS
19	Preschool teachers's perceptions about TPACK in Greek educational context. Journal of Computers in Education, 2021, 8, 395-410.	8.3	14
20	Massively Multi-user Online Games: The Emergence of Effective Collaborative Activities for Learning. , 2008, , .		10
21	Collaborative Learning in Massively Multiplayer Online Games. Advances in Game-based Learning Book Series, 0, , 370-394.	0.2	8
22	High'school students's reasoning while constructing plant growth models in a computer'supported educational environment. International Journal of Science Education, 2005, 27, 909-933.	1.9	7
23	Teaching Mathematics in Early Childhood Education with ICT: The Views of Two Contrasting Teachers's Groups. Journal of Digital Educational Technology, 2021, 1, ep2103.	1.2	7
24	On Studying Collaborative Learning Interactions in Massively Multiplayer Online Games. , 2011, , .		5
25	Smart Toys in Early Childhood and Primary Education: A Systematic Review of Technological and Educational Affordances. Applied Sciences (Switzerland), 2021, 11, 8653.	2.5	4
26	Handling Signs in Inequalities by Exploiting Multiple Dynamic Representations " the Case of ALNuSet. Digital Experiences in Mathematics Education, 2017, 3, 39-69.	1.5	3
27	Results and prospects from the utilization of Educational Robotics in Greek Schools. Technology, Knowledge and Learning, 0, , 1.	4.9	3
28	A pre-post study to assess the impact of an information-problem solving intervention on university students's perceptions and self-efficacy towards search engines. World Journal of Pediatrics, 2019, 16, 68.	1.8	3
29	Player Motivations in Massively Multiplayer Online Games. , 2014, , .		2
30	Antecedents of Collaborative Learning: Insights from Massively Multiplayer Online Games. , 2010, , .		1
31	Using educational software to support collective thinking and test hypotheses in the computer science curriculum. Education and Information Technologies, 2011, 16, 159-182.	5.7	1
32	TRANSFERRING EXPERIENCES IN LOGO-LIKE ENVIRONMENT IN COMPUTATIONAL THINKING GAME DESIGN. , 2020, , .		1
33	TIC et apprentissage des sciences: promesses et usages. Introduction. Recherches En Didactiques Des Sciences Et Des Technologies, 2012, , 9-21.	0.1	1
34	Bridging the gap between school and out-of-school science: A Making pedagogical approach. , 2020, , .		0
35	Children's Debugging Processes and Strategies with a Simulated Robot: A Case Study. Studies in Computational Intelligence, 2021, , 64-74.	0.9	0