Vassilis Komis

List of Publications by Year in descending order

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	Explaining faculty members' behavioral intention to use learning management systems. Journal of Computers in Education, 2022, 9, 707-725.	8.3	18
2	Teachers' Readiness to Adopt Mobile Learning in Classrooms: A Study in Greece. Technology, Knowledge and Learning, 2021, 26, 53-77.	4.9	49
3	Children's Debugging Processes and Strategies with a Simulated Robot: A Case Study. Studies in Computational Intelligence, 2021, , 64-74.	0.9	0
4	Preschool teachers' perceptions about TPACK in Greek educational context. Journal of Computers in Education, 2021, 8, 395-410.	8.3	14
5	Teaching Mathematics in Early Childhood Education with ICT: The Views of Two Contrasting Teachers' Groups. Journal of Digital Educational Technology, 2021, 1, ep2103.	1.2	7
6	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
7	Bridging the gap between school and out-of-school science: A Making pedagogical approach. , 2020, , .		0
8	TRANSFERRING EXPERIENCES IN LOGO-LIKE ENVIRONMENT IN COMPUTATIONAL THINKING GAME DESIGN. , 2020, , .		1
9	A pre-post study to assess the impact of an information-problem solving intervention on university students' perceptions and self-efficacy towards search engines. World Journal of Pediatrics, 2019, 16, 68.	1.8	3
10	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
11	A Scenario-Based Approach for Designing Educational Robotics Activities for Co-creative Problem Solving. Advances in Intelligent Systems and Computing, 2017, , 158-169.	0.6	18
12	Player Motivations in Massively Multiplayer Online Games. , 2014, , .		2
13	Robotics and Programming Concepts in Early Childhood Education: A Conceptual Framework for Designing Educational Scenarios. , 2014, , 99-118.		46
14	Learning outcomes and processes in massively multiplayer online games: exploring the perceptions of players. Educational Technology Research and Development, 2014, 62, 245-270.	2.8	29
15	Reflective practice in initial teacher training: critiques and perspectives. Reflective Practice, 2013, 14, 104-117.	1.4	101
16	Using learning analytics to identify successful learners in a blended learning course. International Journal of Technology Enhanced Learning, 2013, 5, 133.	0.7	39
17	TIC et apprentissage des sciences : promesses et usages. Introduction. Recherches En Didactiques Des Sciences Et Des Technologies, 2012, , 9-21.	0.1	1
18	On Studying Collaborative Learning Interactions in Massively Multiplayer Online Games. , 2011, , .		5

#	Article	IF	Citations
19	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
20	Antecedents of Collaborative Learning: Insights from Massively Multiplayer Online Games. , 2010, , .		1
21	â€˜Elven Elder LVL59 LFP/RB. Please PM meâ€™: immersion, collaborative tasks and problemâ€solving in massively multiplayer online games. Learning, Media and Technology, 2010, 35, 171-202.	3.2	14
22	â€˜Scaffoldingâ€™ through talk in groupwork learning. Thinking Skills and Creativity, 2009, 4, 86-103.	3.5	26
23	The effective combination of hybrid usability methods in evaluating educational applications of ICT: Issues and challenges. Education and Information Technologies, 2008, 13, 55-76.	5.7	30
24	Massively Multi-user Online Games: The Emergence of Effective Collaborative Activities for Learning. , 2008, , .		10
25	Comparing computer-supported dynamic modeling and â€˜paper & pencilâ€™ concept mapping technique in studentsâ€™ collaborative activity. Computers and Education, 2007, 49, 991-1017.	8.3	23
26	Examining teachersâ€™ beliefs about ICT in education: implications of a teacher preparation programme. Teacher Development, 2007, 11, 149-173.	0.7	191
27	Design principles for the support of modelling and collaboration in a technology-based learning environment. International Journal of Continuing Engineering Education and Life-Long Learning, 2005, 15, 30.	0.2	18
28	Highâ€school studentsâ€™ reasoning while constructing plant growth models in a computerâ€supported educational environment. International Journal of Science Education, 2005, 27, 909-933.	1.9	7
29	Heterogeneity of learning material in synchronous computer-supported collaborative modelling. Computers and Education, 2005, 44, 135-154.	8.3	28
30	Investigating Greek Students' Ideas about Forces and Motion. Research in Science Education, 2003, 33, 375-392`.	2.3	17
31	On analysis of collaborative problem solving: an object-oriented approach. Computers in Human Behavior, 2003, 19, 147-167.	8.5	77
32	Computer-Supported Collaborative Concept Mapping: Study of Synchronous Peer Interaction. Education and Information Technologies, 2002, 7, 169-188.	5.7	49
33	Computer simulations in physics teaching and learning: a case study on students' understanding of trajectory motion. Computers and Education, 2001, 36, 183-204.	8.3	194
34	Results and prospects from the utilization of Educational Robotics in Greek Schools. Technology, Knowledge and Learning, 0, , 1.	4.9	3
35	Collaborative Learning in Massively Multiplayer Online Games. Advances in Game-based Learning Book Series, 0, , 370-394.	0.2	8