

Ozgen Korkmaz

List of Publications by Year in descending order

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34
papers

747
citations

858243

12
h-index

651938

25
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34
all docs

34
docs citations

34
times ranked

526
citing authors

#	ARTICLE	IF	CITATIONS
1	The effect of Voki application on students'™ academic achievements and attitudes towards English course. <i>Education and Information Technologies</i> , 2021, 26, 465-487.	3.5	8
2	Technological Formation Scale for Teachers (TFS): Development and Validation. <i>Participatory Educational Research</i> , 2021, 8, 260-279.	0.4	2
3	The effect of robotic coding education on preschoolers'™ problem solving and creative thinking skills. <i>Thinking Skills and Creativity</i> , 2021, 40, 100812.	1.9	26
4	Analysis of IT Acceptance Levels, ICT Attitudes, and Individual Innovation Levels of Special Education Teachers and their Opinions. <i>International Journal of Technology in Education</i> , 2021, 4, 553-588.	0.9	2
5	An alternative approach for measuring computational thinking: Performance-based platform. <i>Thinking Skills and Creativity</i> , 2021, 42, 100929.	1.9	13
6	The effect of educational computer games on students'™ academic achievements and attitudes towards English lesson. <i>Education and Information Technologies</i> , 2020, 25, 5339-5356.	3.5	17
7	Attitudes of IT teacher candidates towards computer programming and their self-efficacy and opinions regarding to block-based programming. <i>Education and Information Technologies</i> , 2020, 25, 4097-4114.	3.5	8
8	The Impact of STEM Attitude and Thinking Style on Computational Thinking Determined via Structural Equation Modeling. <i>Journal of Science Education and Technology</i> , 2020, 29, 561-572.	2.4	30
9	The Effect of Gamification Activities on Students' Academic Achievements in Social Studies Course, Attitudes towards the Course and Cooperative Learning Skills. <i>Participatory Educational Research</i> , 2020, 7, 1-15.	0.4	14
10	The effect of web based blended learning on students'™ academic achievement and attitudes towards English course. <i>Education and Information Technologies</i> , 2019, 24, 2603-2619.	3.5	12
11	The effectiveness of augmented reality environments on individuals with special education needs. <i>Education and Information Technologies</i> , 2019, 24, 1631-1659.	3.5	50
12	Adapting Computational Thinking Scale (CTS) for Chinese High School Students and Their Thinking Scale Skills Level. <i>Participatory Educational Research</i> , 2019, 6, 10-26.	0.4	28
13	The Examination of Public Education Center Trainers'™ Attitudes towards Social Media and Their Self-Efficacy in Social Networks for Instructional Purposes. <i>Participatory Educational Research</i> , 2019, 6, 54-69.	0.4	3
14	A Validity and Reliability Study of the Engineering and Engineering Education Attitude Scale (EEAS). <i>International Journal of Engineering Pedagogy</i> , 2018, 8, 44.	0.7	4
15	A validity and reliability study of the computational thinking scales (CTS). <i>Computers in Human Behavior</i> , 2017, 72, 558-569.	5.1	332
16	A Validity and Reliability Study of the Basic Electronics Skills Self-Efficacy Scale (BESS). <i>International Journal of Engineering Pedagogy</i> , 2016, 6, 30.	0.7	0
17	The Effect of Lego Mindstrom Eve 3 Based Design Activities on Students'™ Attitudes towards Learning Computer Programming, Self-efficacy Beliefs and Levels of Academic Achievement. <i>Baltic Journal of Modern Computing</i> , 2016, 4, .	0.2	14
18	The Effects of Scratch-Based Game Activities on Students'™ Attitudes, Self-Efficacy and Academic Achievement. <i>International Journal of Modern Education and Computer Science</i> , 2016, 8, 16-23.	2.4	23

#	ARTICLE	IF	CITATIONS
19	The examination of individuals' virtual loneliness states in Internet addiction and virtual environments in terms of inter-personal trust levels. <i>Computers in Human Behavior</i> , 2014, 36, 214-224.	5.1	17
20	A validity and reliability study of the Attitude Scale of Computer Programming Learning (ASCOPL). <i>Mevlana International Journal of Education</i> , 2014, 4, 30-43.	0.3	14
21	Effective Teacher Qualities from International Mathematics, Science, and Computer Teachers' Perspectives. <i>Eurasia Journal of Mathematics, Science and Technology Education</i> , 2014, 10, .	0.7	4
22	Teachers' Difficulties about Using Smart Boards. <i>Procedia, Social and Behavioral Sciences</i> , 2013, 83, 595-599.	0.5	8
23	Prospective CITE Teachers' Self-efficacy Perceptions on Programming. <i>Procedia, Social and Behavioral Sciences</i> , 2013, 83, 639-643.	0.5	5
24	Lessons learned from robot-in-class projects using LEGO NXT and some recommendations. , 2013, , .		2
25	The Impact of Critical Thinking and Logico-Mathematical Intelligence on Algorithmic Design Skills. <i>Journal of Educational Computing Research</i> , 2012, 46, 173-193.	3.6	24
26	A validity and reliability study of the Online Cooperative Learning Attitude Scale (OCLAS). <i>Computers and Education</i> , 2012, 59, 1162-1169.	5.1	51
27	Academic achievement and opinions of CEIT students graduating from vocational high school. <i>Procedia, Social and Behavioral Sciences</i> , 2011, 28, 23-28.	0.5	0
28	The correlation between interaction-audience anxieties and internet addiction levels of adults. <i>Procedia, Social and Behavioral Sciences</i> , 2011, 28, 151-155.	0.5	0
29	Study of the validity and reliability of a self-efficacy scale of teaching material utilization. <i>Educational Research and Reviews</i> , 2011, 6, .	0.3	2
30	A comparison of different teaching applications based on questioning in terms of their effects upon pre-service teachers' good questioning skills. <i>Procedia, Social and Behavioral Sciences</i> , 2010, 2, 1075-1082.	0.5	3
31	The effect of groups created on the basis of different variables upon success and attitudes toward the use of technology, and student opinions. <i>Procedia, Social and Behavioral Sciences</i> , 2010, 2, 3500-3505.	0.5	0
32	ORTAOKUL ÖĞRENCİLERİNİN AKADEMİK BAŞARILARININ DİNLENME VE PROBLEM ÇÖZME BECERİLERİNE ETKİSİNİN İYİLEŞTİRİLMESİ. <i>Eğitim Teknolojisi Kuram Ve Uygulama</i> , 0, , .	0.1	0
33	Effect of Scratch on 5th Graders' Algorithm Development and Computational Thinking Skills. <i>Turkish Journal of Computer and Mathematics Education</i> , 0, , .	0.4	11
34	Adapting Computer Programming Self-Efficacy Scale and Engineering Students' Self-Efficacy Perceptions. <i>Participatory Educational Research</i> , 0, , 20-31.	0.4	20