

Augusto Chiocciariello

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9312822/publications.pdf>

Version: 2024-02-01

12
papers

40
citations

2682572

2
h-index

1872680

6
g-index

12
all docs

12
docs citations

12
times ranked

30
citing authors

#	ARTICLE	IF	CITATIONS
1	EXPLORING THE FIELD OF COMPUTATIONAL THINKING AS A 21ST CENTURY SKILL. EDULEARN Proceedings, 2016, , .	0.0	27
2	Computational Thinking in Primary School Through Block-Based Programming. Lecture Notes in Educational Technology, 2020, , 147-166.	0.8	3
3	Ariadne's thread: An introduction to logic programming. Computers and Education, 1988, 12, 191-197.	8.3	2
4	Online Scratch Programming With Compulsory School Children During COVID-19 Lockdown. Advances in Mobile and Distance Learning Book Series, 2021, , 167-186.	0.5	2
5	Longitudinal approach for introducing programming in italian primary school. , 2020, , .		2
6	Digital Games in Primary Schools for the Development of Key Transversal Skills. IFIP Advances in Information and Communication Technology, 2019, , 55-65.	0.7	2
7	Programming to learn in Italian primary school. , 2019, , .		1
8	Collaborative teacher training through telematics. IFIP Advances in Information and Communication Technology, 2000, , 59-68.	0.7	1
9	UniSchoolLabs Toolkit: Tools and Methodologies to Support the Adoption of Universities' Remote and Virtual Labs in Schools. International Journal of Online and Biomedical Engineering, 2012, 8, 60.	1.4	0
10	Four Steps to the Right. , 1995, , 263-273.		0
11	Game Making in Italian Primary Schools: The Neglected Actor. , 2019, , .		0
12	Programming to Learn in Primary Schools: Including Scratch Activities in the Curriculum. , 2019, , .		0