

Fatma Gizem KARAOGLAN YILMAZ

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9557564/publications.pdf>

Version: 2024-02-01

33
papers

687
citations

567281

15
h-index

642732

23
g-index

34
all docs

34
docs citations

34
times ranked

339
citing authors

#	ARTICLE	IF	CITATIONS
1	Cyberloafing as a barrier to the successful integration of information and communication technologies into teaching and learning environments. <i>Computers in Human Behavior</i> , 2015, 45, 290-298.	8.5	85
2	Impact of pedagogic agent-mediated metacognitive support towards increasing task and group awareness in CSCL. <i>Computers and Education</i> , 2019, 134, 1-14.	8.3	50
3	Computational Thinking, Programming Self-Efficacy, Problem Solving and Experiences in the Programming Process Conducted with Robotic Activities. <i>Contemporary Educational Technology</i> , 2019, 10, 173-197.	2.4	45
4	The impact of reflective thinking activities in e-learning: A critical review of the empirical research. <i>Computers and Education</i> , 2016, 95, 163-173.	8.3	42
5	The Effect of the Metacognitive Support via Pedagogical Agent on Self-Regulation Skills. <i>Journal of Educational Computing Research</i> , 2018, 56, 159-180.	5.5	37
6	Vertical versus shared e-leadership approach in online project-based learning: a comparison of self-regulated learning skills, motivation and group collaboration processes. <i>Journal of Computing in Higher Education</i> , 2020, 32, 628-654.	6.1	34
7	Student Opinions About Personalized Recommendation and Feedback Based on Learning Analytics. <i>Technology, Knowledge and Learning</i> , 2020, 25, 753-768.	4.9	32
8	Learning analytics as a metacognitive tool to influence learner transactional distance and motivation in online learning environments. <i>Innovations in Education and Teaching International</i> , 2021, 58, 575-585.	2.5	30
9	Investigating the role of accepting learning management system on students'™ engagement and sense of community in blended learning. <i>Education and Information Technologies</i> , 2021, 26, 4751.	5.7	24
10	Cyber bullying and teachers'™ awareness. <i>Internet Research</i> , 2015, 25, 674-687.	4.9	23
11	Examination of the effectiveness of the task and group awareness support system used for computer-supported collaborative learning. <i>Educational Technology Research and Development</i> , 2020, 68, 1355-1380.	2.8	22
12	Learning Analytics Intervention Improves Students'™ Engagement in Online Learning. <i>Technology, Knowledge and Learning</i> , 2022, 27, 449-460.	4.9	22
13	An investigation into the role of course satisfaction on students'™ engagement and motivation in a mobile-assisted learning management system flipped classroom. <i>Technology, Pedagogy and Education</i> , 2022, 31, 15-34.	5.4	22
14	Social Presence and Transactional Distance as an Antecedent to Knowledge Sharing in Virtual Learning Communities. <i>Journal of Educational Computing Research</i> , 2017, 55, 844-864.	5.5	20
15	Assigned Roles as a Structuring Tool in Online Discussion Groups: Comparison of Transactional Distance and Knowledge Sharing Behaviors. <i>Journal of Educational Computing Research</i> , 2019, 57, 1303-1325.	5.5	20
16	TPACK Competencies and Technology Integration Self-Efficacy Perceptions of Pre-Service Teachers. <i>Elementary Education Online (discontinued)</i> , 2015, 14, .	0.1	20
17	The impact of transactive memory system and interaction platform in collaborative knowledge construction on social presence and self-regulation. <i>Interactive Learning Environments</i> , 2017, 25, 949-969.	6.4	19
18	Using digital stories to reduce misconceptions and mistakes about fractions: an action study. <i>International Journal of Mathematical Education in Science and Technology</i> , 2018, 49, 867-898.	1.4	18

#	ARTICLE	IF	CITATIONS
19	The role of loneliness and aggression on smartphone addiction among university students. <i>Current Psychology</i> , 2023, 42, 17909-17917.	2.8	17
20	Exploring the role of sociability, sense of community and course satisfaction on students' engagement in flipped classroom supported by facebook groups. <i>Journal of Computers in Education</i> , 2023, 10, 135-162.	8.3	16
21	Utilizing Learning Analytics to Support Students' Academic Self-efficacy and Problem-Solving Skills. <i>Asia-Pacific Education Researcher</i> , 2022, 31, 175-191.	3.7	15
22	The relationship between metacognitive awareness and online information searching strategies. <i>Pegem Egitim Ve Ogretim Dergisi</i> , 2016, 6, 447-468.	0.6	11
23	Äœniversite Ä–ÄŸrencilerinin GÄ¼venli Bilgi ve Ä°letiÅŸim Teknolojisi KullanÄ±m DavranÄ±ÅŸlarÄ± ve Bilgi GÄ¼venliÄŸi EÄŸitimine Genel Bir BakÄ±ÅŸ. <i>BartÄ±n Äœniversitesi EÄŸitim FakÄ¼ltesi Dergisi</i> , 2014, 3, 176-176.	0.2	9
24	Learning analytics based feedback and recommendations in flipped classrooms: an experimental study in higher education. <i>Journal of Research on Technology in Education</i> , 2023, 55, 841-857.	6.5	9
25	Exploring the role of Facebook adoption and virtual environment loneliness on knowledge sharing behaviors in a Facebook learning community. <i>Education and Information Technologies</i> , 2019, 24, 1699-1714.	5.7	8
26	The effect of learning analytics assisted recommendations and guidance feedback on students' metacognitive awareness and academic achievements. <i>Journal of Computing in Higher Education</i> , 2022, 34, 396-415.	6.1	8
27	Transactional distance perceptions, student engagement, and course satisfaction in flipped learning: a correlational study. <i>Interactive Learning Environments</i> , 0, , 1-16.	6.4	7
28	Examining pre-service teachers' opinions about digital story design. <i>Education and Information Technologies</i> , 2018, 23, 1277-1295.	5.7	6
29	Examining secondary school students' safe computer and internet usage awareness: An example from BartÄ±n province. <i>Pegem Egitim Ve Ogretim Dergisi</i> , 2017, 7, 83-114.	0.6	6
30	Comparison of Online and Traditional Face-to-Face In-Service Training Practices: An Experimental Study. <i>ÅŸukurova University Faculty of Education Journal</i> , 2017, 46, 264-288.	0.2	4
31	Examining the Relationship between Digital Game Preferences and Computational Thinking Skills. <i>Contemporary Educational Technology</i> , 2017, 8, .	2.4	3
32	Examination of students processes of searching information in education informatics network via eye tracking. <i>World Journal on Educational Technology: Current Issues</i> , 2019, 11, 65-73.	0.4	1
33	A Review on the Opinions of Teachers About the Development of Computational Thinking Skills in K-12. , 2021, , 1019-1043.		0