Arts and crafts as adjuncts to STEM education to foster students

Asia Pacific Education Review 16, 203-212 DOI: 10.1007/s12564-015-9362-0

Citation Report

#	Article	IF	CITATIONS
1	Antecedent and concurrent psychosocial skills that support high levels of achievement within talent domains. High Ability Studies, 2015, 26, 195-210.	1.9	66
2	Giftedness and Talent in the 21st Century. , 2016, , .		35
3	The creative training in the visual arts education. Thinking Skills and Creativity, 2016, 19, 73-87.	3.5	24
4	Expanding Women's Participation in STEM. Journal of Career Assessment, 2017, 25, 571-584.	2.5	46
5	Gathering STE(A)M: Policy, curricular, and programmatic developments in arts-based science, technology, engineering, and mathematics education Introduction to the special issue of <i>Arts Education Policy Review: STEAM Focus</i> . Arts Education Policy Review, 2018, 119, 73-76.	1.4	23
6	Integrating the Arts and STEM for Gifted Learners. Roeper Review, 2018, 40, 108-120.	0.8	12
7	Guitars and Makerspace: Examining the Experience of First Nations Students Guitares et laboratoires ouverts : examen de l'expérience d'élÃ∵ves des Premières Nations. Canadian Journal of Learning and Technology, 2018, 43, .	0.6	1
8	The butterfly brigade: MakeHer take flight and bring making into lower secondary school science. Physics Education, 2019, 54, 055007.	0.5	3
9	Correlation between tools for thinking; arts, crafts, and design avocations; and scientific achievement among STEMM professionals. Proceedings of the National Academy of Sciences of the United States of America, 2019, 116, 1910-1917.	7.1	22
10	Modern Literature on Polymathy: A Brief Review. SSRN Electronic Journal, 2019, , .	0.4	1
11	Is the relationship between art and mathematics addressed thoroughly in Spanish secondary school textbooks?. Journal of Mathematics and the Arts, 2019, 13, 25-47.	0.2	3
12	The Role of Art Practice in Elementary School Science. Science and Education, 2019, 28, 153-175.	2.7	13
13	Mobile Brain-Body Imaging and the Neuroscience of Art, Innovation and Creativity. Springer Series on Bio- and Neurosystems, 2019, , .	0.2	9
14	STEAM in practice and research: An integrative literature review. Thinking Skills and Creativity, 2019, 31, 31-43.	3.5	223
15	Triangulating Creativity: Examining Discrepancies Across Selfâ€Rated, Quasiâ€Expertâ€Rated and Verbalized Creativity in Artsâ€based Learning. Journal of Creative Behavior, 2020, 54, 948-963.	2.9	8
16	Low base rates and a high IQ selection threshold prevented Terman from identifying future Nobelists. Intelligence, 2020, 82, 101488.	3.0	3
17	Arts and crafts as an educational strategy and coping mechanism for Republic of Korea and United States parents during the COVID-19 pandemic. International Review of Education, 2020, 66, 715-735.	2.1	29
18	Relationship of creativity and critical thinking to pattern recognition among Singapore private school students. Journal of Educational Research, 2020, 113, 59-76.	1.6	9

ARTICLE IF CITATIONS # Ballerinas as analysts: Former ballet dancers' transfer of 21st century skills to careers as data 19 2.2 2 analysts. Industry and Higher Education, 2022, 36, 138-150. Research on Artificial Intelligence Interaction in Computer-Aided Arts and Crafts. Mobile Information 9 Systems, 2021, 2021, 1-14. Major and recent trends in creativity research: An overview of the field with the aid of 21 3.3 13 computational methods. Creativity and Innovation Management, 2021, 30, 475-497. Art and higher education for environmental sustainability: a matter of emergence?. International 3.1 Journal of Sustainability in Higher Education, 2022, 23, 728-747. Teacher Suggestion Feedback Facilitates Creativity of Students in STEAM Education. Frontiers in 23 2.1 9 Psychology, 2021, 12, 723171. Effects of transdisciplinary STEAM lessons on student critical and creative thinking. Journal of Educational Research, 2021, 114, 445-457. 1.6 Steamsational Writing., 2022, , 858-875. 25 0 Construction of STEAM Curriculum Model and Case Design in Kindergarten. American Journal of 0.3 26 Educational Research, 2019, 7, 485-490. ART AND ESP INTEGRATION IN TEACHING UKRAINIAN ENGINEERS. Novìtnâ Osvìta, 2019, 6, 68-75. 27 0.4 2 Navigating Talent Development by Fulfilling Gaps Between Gifted Potential and Performance., 2016,, 235-254. Effects of STEAM Lessons Regarding Environmental Remediation on Elementary Students' Environmental Literacy, CreativeProblem-Solving Ability and Affective Domain. Korean Journal of 29 0.1 1 Environmental Education, 2016, 29, 187-204. True Integration; the MoBI Hackathon for STEM Informing Arts and Arts Informing STEM. Springer Series on Bio- and Neurosystems, 2019, , 157-160. InvestigaciÃ³n Bibliométrica en Aprendizaje Mediado por TecnologÃa con Alumnado de Altas $\mathbf{31}$ 0.4 2 Capacidades1,. Revista Brasileira De Educação Especial, 2020, 26, 229-246. Steamsational Writing. Advances in Educational Technologies and Instructional Design Book Series, 0.2 2020, , 175-191. Efeitos do Uso de Recursos de Tecnologia Assistiva para Promover Independência em Atividades de Vida 33 0.4 1 DiÃjria para uma Criança com Paralisia Cerebral. Revista Brasileira De Educacao Especial, 2020, 26, 35-50. Oceans of Inspiration: A Marine Based STEAM Project. European Journal of STEM Education, 2021, 6, 15. Polymathy Among Nobel Laureates As a Creative Strategyâ€" The Qualitative and Phenomenological 36 2.6 3 Evidence. Creativity Research Journal, 2023, 35, 116-142. Improving Access to STEM for Girls of Color through Community Programs., 0, , .

CITATION REPORT

#	Article	IF	CITATIONS
38	The effect of STEAM education with tales on problem solving and creativity skills. European Early Childhood Education Research Journal, 2023, 31, 243-258.	1.9	8
39	Towards a rationale for science-art integration as a transdisciplinary signature pedagogy. Cogent Education, 2022, 9, .	1.5	4
40	Development of creative thinking patterns via math and music. Thinking Skills and Creativity, 2023, 47, 101196.	3.5	5
41	The effects of art design courses in higher vocational colleges based on C-STEAM. Frontiers in Psychology, 0, 13, .	2.1	1
42	Connecting play to STEM concepts, practices and processes: review of research on play within STEM learning environments. , 2023, , 164-176.		0
43	Tecnologia da Informação, educação para superdotados e desenvolvimento de talentosos: uma revisão da literatura de 2010 a 2021. Revista Educação Especial, 0, , .	0.2	0
44	Reviewing Constructivist Theories to Help Foster Creativity in Programming Education. , 2022, , .		4
45	Konstruksi Model Pembelajaran STEAM (Science, Technology, Engineering, Arts, and Mathematics) dengan Pendekatan Design Thinking pada Materi Energi Terbarukan. JINOP (Jurnal Inovasi Pembelajaran), 2022, 8, .	0.3	0
46	«lîlī%ïfîlī¼ïŒï"ŀï"î± l͡l±îı l͡l±î»î»îıï"îµï‡î½îlî@ ï€ïi±l̃ï"îlî@ ïfï"îl½ ïîŀï†îl±l͡l@ îµï€î;ï‡î®: lî'îlî¼îlî;ï…ïi³îî± l͡l	±Î¹ d̂ệĐ +τα	νäŒÎ•ÏfΕπÎĻ
47	A bibliometric analysis of the global landscape on STEM education (2004-2021): towards global distribution, subject integration, and research trends. Asia Pacific Journal of Innovation and Entrepreneurship, 2022, 16, 171-203.	3.2	12
48	A Framework for Incorporating the "Learning How to Learn―Approach in Teaching STEM Education. Education Sciences, 2023, 13, 1.	2.6	6
49	CiteSpace-based global science, technology, engineering, and mathematics education knowledge mapping analysis. Frontiers in Psychology, 0, 13, .	2.1	4
50	Systematic Analysis of Research Trends in STEAM/STEM Education Based on Big Data. , 2023, , 155-168.		0
51	How transdisciplinary integration, creativity and student motivation interact in three STEAM projects for gifted education?. Gifted Education International, 0, , 026142942311677.	1.8	Ο
52	Challenging the Dominant Grand Narrative in Global Education and Culture. Ecology and Ethics, 2023, , 309-326.	1.0	4
53	A Normal University's Disciplinary Instruction: A Close Look at Book Lending. Creative Education, 2023, 14, 1637-1668.	0.4	0
54	"I Could Feel a Kind of Keen Air of Excitement― Using IVR to Foster Girls' Confidence, Interest, and Engagement in STEAM. Journal for STEM Education Research, 0, , .	1.5	1
55	Ã−zel Yetenekli Ã−ÄŸrencilerde STEM/STEAM EÄŸitimi Konulu Makalelerin Bibliyometrik Analizi. Uluslararası Türk Eğitim Bilimleri Dergisi, 2023, 2023, 275-308.	1.1	0

CITATION REPORT

#	Article	IF	CITATIONS
56	STEAM based music activity example for gifted students. Lumat, 2023, 11, .	0.5	1
57	The Contribution of Technology to Understanding Shared Phenomena in Math and Music. , 2023, 30, 265-270.		1
58	Balancing disciplinary and integrated learning: How exemplary <scp>STEM</scp> teachers negotiate tensions of practice. School Science and Mathematics, 0, , .	0.9	0
59	An intelligent tutoring system for programming education based on informative tutoring feedback: system development, algorithm design, and empirical study. Interactive Technology and Smart Education, 0, , .	5.6	Ο
60	Development of creative thinking via fractions and rhythm. Thinking Skills and Creativity, 2024, 52, 101514.	3.5	0

CITATION REPORT