

# Putting Education in ‘Educational’ Apps

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Citation Report

#	ARTICLE	IF	CITATIONS
1	Exposure and Use of Mobile Media Devices by Young Children. <i>Pediatrics</i> , 2015, 136, 1044-1050.	1.0	687
2	Digital citizen in a resilience society. , 2015, , .		4
3	It Can Be More than Just Fun and Games: Health and Science Apps for Kids. <i>Journal of Electronic Resources in Medical Libraries</i> , 2015, 12, 220-231.	0.2	0
4	Math at home adds up to achievement in school. <i>Science</i> , 2015, 350, 196-198.	6.0	299
5	Visualization of cellulose synthases in <i>Arabidopsis</i> secondary cell walls. <i>Science</i> , 2015, 350, 198-203.	6.0	132
6	Young Children Learning from Touch Screens: Taking a Wider View. <i>Frontiers in Psychology</i> , 2016, 7, 1078.	1.1	39
7	Toddlers' Fine Motor Milestone Achievement Is Associated with Early Touchscreen Scrolling. <i>Frontiers in Psychology</i> , 2016, 7, 1108.	1.1	100
8	The Role of Interactional Quality in Learning from Touch Screens during Infancy: Context Matters. <i>Frontiers in Psychology</i> , 2016, 07, 1264.	1.1	80
9	When Seeing Is Better than Doing: Preschoolers' Transfer of STEM Skills Using Touchscreen Games. <i>Frontiers in Psychology</i> , 2016, 7, 1377.	1.1	58
10	Just Google It: Young Children's Preferences for Touchscreens versus Books in Hypothetical Learning Tasks. <i>Frontiers in Psychology</i> , 2016, 7, 1431.	1.1	17
11	Using Touchscreen Tablets to Help Young Children Learn to Tell Time. <i>Frontiers in Psychology</i> , 2016, 7, 1800.	1.1	25
12	Building Vocabulary Knowledge in Preschoolers Through Shared Book Reading and Gameplay. <i>Mind, Brain, and Education</i> , 2016, 10, 71-80.	0.9	42
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14	Tablet-Based eBooks for Young Children: What Does the Research Say?. <i>Journal of Developmental and Behavioral Pediatrics</i> , 2016, 37, 585-591.	0.6	86
15	Evolutionary Perspectives on Child Development and Education. <i>Evolutionary Psychology</i> , 2016, , .	1.8	16
16	Guided Play: A Solution to the Play Versus Learning Dichotomy. <i>Evolutionary Psychology</i> , 2016, , 117-141.	1.8	22
17	Increased Screen Time. <i>Pediatric Clinics of North America</i> , 2016, 63, 827-839.	0.9	153
18	Developing Transmedia Puzzle Play to Facilitate Spatial Skills of Preschoolers. , 2016, , .		3

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19	Overstimulated Consumers or Next-Generation Learners? Parent Tensions About Child Mobile Technology Use. <i>Annals of Family Medicine</i> , 2016, 14, 503-508.	0.9	91
20	Media and Young Minds. <i>Pediatrics</i> , 2016, 138, .	1.0	735
21	Interactive technologies for preschool game-based instruction: Experiences and future challenges. <i>Entertainment Computing</i> , 2016, 17, 19-29.	1.8	32
22	Cognitive Training. , 2016, , .		39
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25	Guided Play. <i>Current Directions in Psychological Science</i> , 2016, 25, 177-182.	2.8	207
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27	Dramatic change, persistent challenges: a five-year view of children's educational media as resources for equity. <i>Journal of Children and Media</i> , 2016, 10, 229-237.	1.0	3
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29	Development of Executive Functions. <i>Policy Insights From the Behavioral and Brain Sciences</i> , 2016, 3, 203-210.	1.4	27
30	The influence of TPACK contextual factors on early childhood educators' tablet computer use. <i>Computers and Education</i> , 2016, 98, 57-69.	5.1	74
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34	Keeping Children's Attention. <i>JAMA Pediatrics</i> , 2016, 170, 112.	3.3	14
35	Young children's reading for pleasure with digital books: six key facets of engagement. <i>Cambridge Journal of Education</i> , 2017, 47, 67-84.	1.6	44
36	Story-related discourse by parent-child dyads: A comparison of typically developing children and children with language impairments. <i>International Journal of Child-Computer Interaction</i> , 2017, 12, 16-23.	2.5	13

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45	The Dimensional Divide: Learning from TV and Touchscreens During Early Childhood. , 2017, , 33-54.		59
46	Bridging the Dimensional Divide in the Real World: Commentary on Chapter 3. , 2017, , 55-63.		2
47	Whatâ€™s in a Look? How Young Children Learn from Screen Media and Implications for Early Educators: Commentary on Chapter 5. , 2017, , 91-96.		2
48	How Animals Help Students Learn. , 0, , .		22
49	Principles for educational game development for young children. Journal of Children and Media, 2017, 11, 314-329.	1.0	22
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72	Plugging Into Word Learning: The Role of Electronic Toys and Digital Media in Language Development. , 2017, , 75-91.		39
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81	A review on complementary natures of tangible user interfaces (TUIs) and early spatial learning. <i>International Journal of Child-Computer Interaction</i> , 2018, 16, 104-113.	2.5	35
82	The effects of screen media content on young children's executive functioning. <i>Journal of Experimental Child Psychology</i> , 2018, 170, 72-85.	0.7	89
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187	Why Story Matters: A Review of Narrative in Serious Games. <i>Journal of Educational Computing Research</i> , 2020, 58, 687-707.	3.6	53
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