

CITATION REPORT

List of articles citing

3-D FOSSILS FOR K12 EDUCATION: A CASE EXAMPLE USING THE GIANT EXTINCT SHARK CARCHAROCLES MEGALODON

DOI: 10.1017/scs.2017.15

The Paleontological Society Papers, 2016, 22, 197-209.

Source: <https://exaly.com/paper-pdf/63761524/citation-report.pdf>

Version: 2024-04-28

This report has been generated based on the citations recorded by exaly.com for the above article. For the latest version of this publication list, visit the link given above.

The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

#	Paper	IF	Citations
46	MORPHOSOURCE: ARCHIVING AND SHARING 3-D DIGITAL SPECIMEN DATA. <i>The Paleontological Society Papers</i> , 2016 , 22, 157-181		84
45	Preface. <i>The Paleontological Society Papers</i> , 2016 , 22, vii-viii		
44	A NEW AGE OF MORPHOLOGY TAKES SHAPE. <i>Palaios</i> , 2018 , 33, 287-289	1.6	
43	Effects of 3D Printing Project-based Learning on Preservice Elementary Teachers' Science Attitudes, Science Content Knowledge, and Anxiety About Teaching Science. <i>Journal of Science Education and Technology</i> , 2018 , 27, 412-432	2.8	25
42	The size of the megatooth shark, <i>Otodus megalodon</i> (Lamniformes: Otodontidae), revisited. <i>Historical Biology</i> , 2019 , 1-8	1.1	16
41	Defossilization: A Review of 3D Printing in Experimental Paleontology. <i>Frontiers in Ecology and Evolution</i> , 2019 , 7,	3.7	12
40	Were You Successful? Evaluation and Metrics. 2019 , 236-248		
39	Introduction: Science, STEM, and Society. 2019 , 1-15		
38	NSF and Broader Impacts. 2019 , 16-28		
37	Innovation, Opportunity, and Integration. 2019 , 29-41		
36	Communication and Dissemination. 2019 , 42-56		
35	Promoting Yourself and Optimizing Impact. 2019 , 57-67		
34	Collaboration, Authorship, and Networks. 2019 , 68-80		
33	Strategic versus Curiosity Science. 2019 , 81-92		
32	Know Your Audience. 2019 , 93-106		
31	Diversity, Equity, and Inclusion. 2019 , 107-120		
30	Mentoring and Role Models. 2019 , 121-135		

29 Formal K12 Education and Partners. **2019**, 136-149

28 Higher Education. **2019**, 150-158

27 Informal STEM Learning in Museums and Beyond. **2019**, 159-177

26 Public Participation and Community (Citizen) Science. **2019**, 178-193

25 Computers and Cyberimpacts. **2019**, 194-209

24 Developing a Broader Impacts Plan. **2019**, 210-223

23 Project Management and Sustainability. **2019**, 224-235

22 Wrap-Up, the Future, and Broader Impacts 3.0. **2019**, 249-258

21 Index. **2019**, 290-304

20 Preface. **2019**, vii-xiii

19 Invited review article: Where and how 3D printing is used in teaching and education. *Additive Manufacturing*, **2019**, 25, 131-150 6.1 107

18 Review of close-range three-dimensional laser scanning of geological hand samples. *Earth-Science Reviews*, **2020**, 210, 103321 10.2 1

17 Exploring the influence of teachers' beliefs and 3D printing integrated STEM instruction on students' STEM motivation. *Computers and Education*, **2020**, 158, 103983 9.5 12

16 Applications of 3D Paleontological Data at the Florida Museum of Natural History. *Frontiers in Earth Science*, **2020**, 8, 3.5 4

15 The use of photogrammetric fossil models in palaeontology education. *Evolution: Education and Outreach*, **2021**, 14, 1 1.6 3

14 Exploring the role of 3D printing and STEM integration levels in students' STEM career interest. *British Journal of Educational Technology*, **2021**, 52, 1262-1278 4.3 1

13 Dumping the Shark: An Interdisciplinary Activity for Engaging Students With the Principles of Bivariate Regression. *Teaching of Psychology*, 009862832110088 0.7 1

12 A systematic review of empirical research on learning with 3D printing technology. *Journal of Computer Assisted Learning*, **2021**, 37, 1455-1478 3.8 0

11	Utilizing inquiry-driven science outreach to curate Natural Trap Cave fossils and inspire the pursuit of STEM careers. <i>Evolution: Education and Outreach</i> , 2021 , 14,	1.6	
10	Broader Impacts of Science on Society. 2019 ,		4
9	Modeling Interactive Behaviors While Learning With Digitized Objects in Virtual Reality Environments. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , 2020 , 215-234	0.3	2
8	Additive Manufacturing. <i>Advances in Logistics, Operations, and Management Science Book Series</i> , 2019 , 41-76	0.3	2
7	datasheet1.docx. 2020 ,		
6	Modeling Interactive Behaviors While Learning With Digitized Objects in Virtual Reality Environments. 2022 , 448-467		
5	Maker Math: Exploring Mathematics through Digitally Fabricated Tools with K-12 In-Service Teachers. 2022 , 10, 3069		0
4	A Phenomenography Study of STEM Teachers' Conceptions of Using Three-Dimensional Modeling and Printing (3DMP) in Teaching.		1
3	Evidence-Based Optimization of Classroom Teaching Units Using 3D Printers for Designing Models From the 2D Picture to the 3D Flower Model. 2022 , 12, 831		1
2	Teachers as makers: How K-12 teachers design 3D making lessons for classroom teaching.		0
1	The impact of field experiences in paleontology on high school learners. 1-16		0