Supporting collaborative design activity in a multi-user

Citation Report

#	ARTICLE	IF	CITATIONS
1	Improving Virtual Design Team Performance Through Use of a Collaborative Sketching Application. International Journal of E-Collaboration, 2017, 13, 1-22.	0.4	2
2	Spaces of Teaching and Learning. Understanding Teaching-learning Practice, 2018, , .	1.3	16
3	Learning Spaces Research: Framing Actionable Knowledge. Understanding Teaching-learning Practice, 2018, , 221-238.	1.3	20
4	Supporting awareness in communities of learning design practice. Computers in Human Behavior, 2018, 85, 255-270.	5.1	22
5	Analytics-enabled teaching as design. , 2018, , .		6
6	A customized garment collaborative design process by using virtual reality and sensory evaluation on garment fit. Computers and Industrial Engineering, 2018, 115, 683-695.	3.4	30
7	Collaborative Design-in-use. Proceedings of the ACM on Human-Computer Interaction, 2018, 2, 1-24.	2.5	3
8	CmyView: Learning by Walking and Sharing Social Values. , 2018, , 167-186.		7
9	Networked Learning. , 2018, , .		4
10	An Integrated Environment for Learning Design. Frontiers in ICT, 2018, 5, .	3.6	37
11	Analytics for learning design: A layered framework and tools. British Journal of Educational Technology, 2019, 50, 139-152.	3.9	61
12	Communication Cost of Single-user Gesturing Tool in Laparoscopic Surgical Training. , 2019, , .		4
13	From behaviour to design: implications for artifact ecologies as shared spaces for design activities. Behaviour and Information Technology, 2020, 39, 463-480.	2.5	1
14	Using social interaction trace data and context to predict collaboration quality and creative fluency in collaborative design learning environments. International Journal of Human Computer Studies, 2020, 136, 102378.	3.7	14
15	Design Thinking: Creativity, Collaboration and Culture. , 2020, , .		12
16	Multimodal Learning Analytics research with young children: A systematic review. British Journal of Educational Technology, 2020, 51, 1485-1504.	3.9	55
17	Understanding teacher design practices for digital inquiry–based science learning: the case of Go-Lab. Educational Technology Research and Development, 2021, 69, 417-444.	2.0	29
18	Knowledge-Based Design Analytics for Authoring Courses with Smart Learning Content. International Journal of Artificial Intelligence in Education, 2022, 32, 4-27.	3.9	6

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19	Learning Analytics for Professional and Workplace Learning: A Literature Review. IEEE Transactions on Learning Technologies, 2021, 14, 353-366.	2.2	3
20	A card game for designing activities for technology-enhanced learning in higher education. Education and Information Technologies, 2022, 27, 2367-2383.	3.5	4
21	Including Students' Voices in the Design of Blended Learning Lesson Plans. Lecture Notes in Computer Science, 2021, , 419-423.	1.0	0
22	Concept-Level Design Analytics for Blended Courses. Lecture Notes in Computer Science, 2019, , 541-554.	1.0	5
23	What's in an Ecology? A Review of Artifact, Communicative, Device and Information Ecologies. , 2020, , .		12
24	How to foster pre-service teachers' STEM learning design expertise through virtual internship: a design-based research. Educational Technology Research and Development, 2021, 69, 3307-3329.	2.0	6
25	Design Thinking and Building Information Modelling. , 2020, , 147-163.		3
26	A wiki-based framework for collaborative learning design in teacher education. Education and Information Technologies, 2022, 27, 6407-6435.	3.5	3
27	An outcome-oriented pattern-based model to support teaching as a design science. Instructional Science, 2022, 50, 111.	1.1	6
29	A Pattern Language Based Learning Design Studio for an Analytics Informed Inter-Professional Design Community. , 2017, , 92-112.		17
30	Conceptual Design Assessment Method for Collaborative CAD System. , 2021, , .		1
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