

CITATION REPORT

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Computational thinking development through creative programming in higher education

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#	Paper	IF	Citations
76	CodeLab: Designing a Conversation-Based Educational Tool for Learning to Code. <i>Communications in Computer and Information Science</i> , 2018 , 94-101	0.3	1
75	A multifaceted students' performance assessment framework for motion-based game-making projects with Scratch. <i>Educational Media International</i> , 2019 , 56, 201-217	1.5	3
74	Developing didactic design in triangle and rectangular toward students mathematical creative thinking through Visual Basic for PowerPoint. <i>Journal of Physics: Conference Series</i> , 2019 , 1157, 042068	0.3	9
73	A Scoping Review of Empirical Research on Recent Computational Thinking Assessments. <i>Journal of Science Education and Technology</i> , 2019 , 28, 651-676	2.8	29
72	Beyond computational thinking: Investigating CT roles in the 21st century skill efficacy. 2019 ,		
71	Immersively Learning Object Oriented Programming Concepts With sCool. 2020 ,		0
70	Comparing computational thinking skills of engineering students in urban and rural areas of Peru. 2020 ,		0
69	Problem-Based Learning in University Studies on Renewable Energies: Case of a Laboratory Windpump. <i>Sustainability</i> , 2020 , 12, 2495	3.6	4
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67	Enhancing STEM Majors' College Trigonometry Learning through Collaborative Mobile Apps Coding. <i>TechTrends</i> , 2021 , 65, 26-37	2	1
66	Professional Development of Code and Robotics Teachers Through Small Private Online Course (SPOC): Teacher Centrality and Pedagogical Strategies for Developing Computational Thinking of Students. <i>Journal of Educational Computing Research</i> , 2021 , 59, 763-791	3.8	6
65	STEM learning attitude predicts computational thinking skills among primary school students. <i>Journal of Computer Assisted Learning</i> , 2021 , 37, 346-358	3.8	16
64	Development of Problem Solving Skills with Maple in Higher Education. <i>Communications in Computer and Information Science</i> , 2021 , 219-233	0.3	
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62	CodeLab: An Online Laboratory for Learning to Code. <i>Lecture Notes in Computer Science</i> , 2021 , 437-455	0.9	1
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59	Development of Life Skills Program for Primary School Students: Focus on Entry Programming. <i>Computers</i> , 2021 , 10, 56	1.9	1
58	Work in Progress: Creative Coding and Computer Science Education [From Approach to Concept. 2021 ,		
57	Educational Challenges for Computational Thinking in K12 Education: A Systematic Literature Review of Scratch as an Innovative Programming Tool. <i>Computers</i> , 2021 , 10, 69	1.9	4
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- 1 Analyzing computational thinking studies in Scratch programming: A review of elementary education literature. **2023**, 6, 35-58 ○