

# Mitchel Resnick

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/11024391/publications.pdf>

Version: 2024-02-01

24  
papers

4,796  
citations

687363

13  
h-index

888059

17  
g-index

25  
all docs

25  
docs citations

25  
times ranked

2330  
citing authors

#	ARTICLE	IF	CITATIONS
1	Coding at a crossroads. Communications of the ACM, 2020, 63, 120-127.	4.5	30
2	Supporting Diverse and Creative Collaboration in the Scratch Online Community. , 2016, , 241-256.		30
3	Extending Scratch: New pathways into programming. , 2015, , .		15
4	Engaging novices in programming, experimenting, and learning with data. ACM Inroads, 2014, 5, 72-75.	0.6	13
5	Making projects, making friends: Online community as catalyst for interactive media creation. New Directions for Youth Development, 2010, 2010, 75-83.	0.6	41
6	Scratch. Communications of the ACM, 2009, 52, 60-67.	4.5	2,279
7	All I really need to know (about creative thinking) I learned (by studying how children learn) in kindergarten. , 2007, , .		132
8	Some reflections on designing construction kits for kids. , 2005, , .		266
9	Thinking Like a Tree (and Other Forms of Ecological Thinking). International Journal of Computers for Mathematical Learning, 2003, 8, 43-62.	0.6	21
10	Closing the fluency gap. Communications of the ACM, 2001, 44, 144-145.	4.5	14
11	Beyond Black Boxes: Bringing Transparency and Aesthetics Back to Scientific Investigation. Journal of the Learning Sciences, 2000, 9, 7-30.	2.9	228
12	Thinking in Levels: A Dynamic Systems Approach to Making Sense of the World. Journal of Science Education and Technology, 1999, 8, 3-19.	3.9	498
13	Decentralized Modeling and Decentralized Thinking. , 1999, , 114-137.		14
14	Technologies for lifelong kindergarten. Educational Technology Research and Development, 1998, 46, 43-55.	2.8	125
15	Diving Into Complexity: Developing Probabilistic Decentralized Thinking Through Role-Playing Activities. Journal of the Learning Sciences, 1998, 7, 153-172.	2.9	143
16	Participatory simulations. , 1998, , .		52
17	Digital manipulatives. , 1998, , .		300
18	Beyond the Centralized Mindset. Journal of the Learning Sciences, 1996, 5, 1-22.	2.9	151

#	ARTICLE	IF	CITATIONS
19	Pianos not stereos. Interactions, 1996, 3, 40-50.	1.0	117
20	The MediaMOO Project. Convergence, 1995, 1, 94-109.	2.7	102
21	New Paradigms for Computing, New Paradigms for Thinking. , 1995, , 31-43.		25
22	Behavior construction kits. Communications of the ACM, 1993, 36, 64-71.	4.5	102
23	Learning About Life. Artificial Life, 1993, 1, 229-241.	1.3	13
24	MultiLogo: A Study of Children and Concurrent Programming. Interactive Learning Environments, 1990, 1, 153-170.	6.4	83