

Kimberly M Sheridan

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2928358/publications.pdf>

Version: 2024-02-01

20
papers

1,521
citations

1163117

8
h-index

1474206

9
g-index

23
all docs

23
docs citations

23
times ranked

890
citing authors

#	ARTICLE	IF	CITATIONS
1	Strategic shifts: How studio teachers use direction and support to build learner agency in the figured world of visual art. <i>Journal of the Learning Sciences</i> , 2022, 31, 14-42.	2.9	11
2	Arts Education and the Learning Sciences. , 2022, , 560-578.		0
3	Beyond the Lab: Influencing Practice and Policy. <i>Empirical Studies of the Arts</i> , 2020, 38, 42-51.	1.7	0
4	Making connections work. , 2019, , .		2
5	Studio Thinking in Early Childhood. , 2017, , 213-232.		0
6	Towards a Diagnostic Toolkit for the Language of Agency. <i>Mind, Culture, and Activity</i> , 2016, 23, 108-123.	1.9	27
7	The effects of environment and ownership on children's innovation of tools and tool material selection. <i>Philosophical Transactions of the Royal Society B: Biological Sciences</i> , 2016, 371, 20150191.	4.0	19
8	Culturally responsive computing: a theory revisited. <i>Learning, Media and Technology</i> , 2015, 40, 412-436.	3.2	221
9	Arts Education and the Learning Sciences. , 2014, , 626-646.		16
10	The Maker Movement in Education. <i>Harvard Educational Review</i> , 2014, 84, 495-504.	0.9	665
11	Learning in the Making: A Comparative Case Study of Three Makerspaces. <i>Harvard Educational Review</i> , 2014, 84, 505-531.	0.9	436
12	Designing Games, Designing Roles. <i>Urban Education</i> , 2013, 48, 734-758.	1.8	33
13	Board 307 - Research Abstract Examining Learning-in Action. <i>Simulation in Healthcare</i> , 2013, 8, 517.	1.2	0
14	Envision and Observe: Using the Studio Thinking Framework for Learning and Teaching in Digital Arts. <i>Mind, Brain, and Education</i> , 2011, 5, 19-26.	1.9	16
15	Students Designing Video Games about Immunology: Insights for Science Learning. <i>Computers in the Schools</i> , 2011, 28, 228-240.	1.0	23
16	Artistic DevelopmentThe three essential spheres. , 2011, , 276-292.		0
17	Studio Thinking in Early Childhood. , 2009, , 71-88.		1
18	Neuroethics in education. , 2004, , 265-276.		5

#	ARTICLE	IF	CITATIONS
19	On Abilities and Domains. , 2003, , 126-155.		42
20	Opening up Creativity: The Lenses of Axis and Focus. , 0, , 202-218.		4