

Alexander Repenning

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3432387/publications.pdf>

Version: 2024-02-01

90
papers

1,728
citations

623734

14
h-index

642732

23
g-index

92
all docs

92
docs citations

92
times ranked

762
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 1 | Scalable game design and the development of a checklist for getting computational thinking into public schools. , 2010, , . | | 189 |
| 2 | Scalable Game Design. ACM Transactions on Computing Education, 2015, 15, 1-31. | 3.5 | 124 |
| 3 | Recognizing computational thinking patterns. , 2011, , . | | 110 |
| 4 | Using scalable game design to teach computer science from middle school to graduate school. , 2010, , . | | 86 |
| 5 | Towards the Automatic Recognition of Computational Thinking for Adaptive Visual Language Learning. , 2010, , . | | 61 |
| 6 | The zones of proximal flow. , 2013, , . | | 53 |
| 7 | AgentCubes: Incremental 3D end-user development. Journal of Visual Languages and Computing, 2009, 20, 236-251. | 1.8 | 52 |
| 8 | Toward an emergent theory of broadening participation in computer science education. , 2012, , . | | 46 |
| 9 | The Solothurn Project. , 2017, , . | | 43 |
| 10 | Agent-based end-user development. Communications of the ACM, 2004, 47, 43-46. | 4.5 | 41 |
| 11 | Moving Beyond Syntax: Lessons from 20 Years of Blocks Programing in AgentSheets. Journal of Visual Languages and Sentient Systems, 2017, 3, 68-91. | 1.5 | 40 |
| 12 | Using components for rapid distributed software development. IEEE Software, 2001, 18, 38-45. | 1.8 | 38 |
| 13 | Teaching how to teach computational thinking. , 2018, , . | | 34 |
| 14 | Broadening participation through scalable game design. , 2008, , . | | 30 |
| 15 | Making learning a part of life. Communications of the ACM, 1996, 39, 40-42. | 4.5 | 29 |
| 16 | Mr. Vetro: A Collective Simulation for teaching health science. International Journal of Computer-Supported Collaborative Learning, 2010, 5, 141-166. | 3.0 | 29 |
| 17 | Programming goes back to school. Communications of the ACM, 2012, 55, 38-40. | 4.5 | 29 |
| 18 | Computational thinking tools. , 2016, , . | | 29 |

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 19 | Beyond Minecraft: Facilitating Computational Thinking through Modeling and Programming in 3D. IEEE Computer Graphics and Applications, 2014, 34, 68-71. | 1.2 | 27 |
| 20 | Real Time Assessment of Computational Thinking. , 2014, , . | | 26 |
| 21 | Programming by example: programming by analogous examples. Communications of the ACM, 2000, 43, 90-97. | 4.5 | 24 |
| 22 | Early validation of computational thinking pattern analysis. , 2014, , . | | 23 |
| 23 | Broadening participation through scalable game design. SIGCSE Bulletin, 2008, 40, 305-309. | 0.1 | 21 |
| 24 | The agentsheets behavior exchange. , 1997, , . | | 20 |
| 25 | Making Constructionism Work in the Classroom. International Journal of Computers for Mathematical Learning, 2003, 8, 63-108. | 0.6 | 20 |
| 26 | Will it stick?. , 2013, , . | | 20 |
| 27 | Closing The Cyberlearning Loop. , 2015, , . | | 19 |
| 28 | Making Programming Accessible and Exciting. Computer, 2013, 46, 78-81. | 1.1 | 17 |
| 29 | Piloting Computer Science Education Week in Mexico. , 2016, , . | | 17 |
| 30 | Computing creativity. , 2013, , . | | 16 |
| 31 | Mobility agents. , 2006, , . | | 15 |
| 32 | The simulation creation toolkit. , 2013, , . | | 15 |
| 33 | Retention of Flow. , 2016, , . | | 15 |
| 34 | WebQuest: Substantiating education in edutainment through interactive learning games. Computer Networks, 1996, 28, 1307-1319. | 1.0 | 14 |
| 35 | Making programming more conversational. , 2011, , . | | 14 |
| 36 | Internet repositories for collaborative learning. , 1995, , . | | 13 |

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 37 | Grounding Computational Thinking Skill Acquisition Through Contextualized Instruction. , 2015, , . | | 13 |
| 38 | Remote exploratoriums: Combining network media and design environments. Computers and Education, 1995, 24, 163-176. | 8.3 | 12 |
| 39 | Excuse me, I need better AI!. , 2006, , . | | 12 |
| 40 | Collaborative diffusion. , 2006, , . | | 11 |
| 41 | CS education re-kindles creativity in public schools. , 2011, , . | | 11 |
| 42 | Semiotic Traces of Computational Thinking Acquisition. Lecture Notes in Computer Science, 2011, , 155-170. | 1.3 | 11 |
| 43 | Inflatable Icons: Diffusion-Based Interactive Extrusion of 2D Images into 3D Models. Journal of Graphics Tools, 2005, 10, 1-15. | 0.5 | 10 |
| 44 | Conversational programming. , 2013, , . | | 10 |
| 45 | The consume - create spectrum. , 2014, , . | | 10 |
| 46 | Principles of Computational Thinking Tools. , 2017, , 291-305. | | 10 |
| 47 | Making Computer Science Education Mandatory. , 2019, , . | | 10 |
| 48 | Collaboration and Computational Thinking: A classroom structure. , 2015, , . | | 9 |
| 49 | Collective Programming: Making End-User Programming (More) Social. Lecture Notes in Computer Science, 2011, , 325-330. | 1.3 | 9 |
| 50 | Deceived by ease of use. , 1995, , . | | 8 |
| 51 | Launching Swiss Computer Science Education Week. , 2015, , . | | 8 |
| 52 | The Zones of Proximal Flow Tutorial. , 2019, , . | | 8 |
| 53 | Collaborative use & design of interactive simulations. , 1999, , . | | 8 |
| 54 | Learn to Communicate and Communicate to Learn. Journal of Interactive Media in Education, 1998, 1998, 7. | 1.7 | 8 |

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 55 | Making university education more like middle school computer club. , 2009, , . | | 7 |
| 56 | Drops and Kinks. , 2016, , . | | 7 |
| 57 | Using scalable game design to promote 3D fluency: Assessing the AgentCubes incremental 3D end-user development framework. , 2008, , . | | 6 |
| 58 | Making educational games that work in the classroom: A new approach for integrating STEM simulations. , 2013, , . | | 6 |
| 59 | Employing Retention of Flow to Improve Online Tutorials. , 2017, , . | | 6 |
| 60 | Towards the web of applications. , 2009, , . | | 5 |
| 61 | Computing indicators of creativity. , 2011, , . | | 5 |
| 62 | Engineering an Open-Web Educational Game Design Environment. , 2012, , . | | 5 |
| 63 | Is drawing video game characters in an hour of code activity a waste of time?. , 2018, , . | | 5 |
| 64 | Programming by Analogous Examples. , 2001, , 351-XVIII. | | 5 |
| 65 | Computers in the Classroom: Moving from Tool to Medium. Journal of Computer-Mediated Communication, 0, 2, 0-0. | 3.3 | 5 |
| 66 | X-expressions in XMLisp. , 2007, , . | | 4 |
| 67 | WebQuest: Using WWW and interactive simulation games in the classroom. First Monday, 0, , . | 0.6 | 4 |
| 68 | Collaborative end-user development on handheld devices. Visual Languages and Human-Centric Computing, 2009 VL/HCC 2009 IEEE Symposium on, 2008, , . | 0.0 | 3 |
| 69 | Towards democratizing computer science education through social game design. , 2011, , . | | 3 |
| 70 | Exploring Computational Music Thinking in a Workshop Setting with Primary and Secondary School Children. , 2017, , . | | 3 |
| 71 | Smacking Screws with Hammers: Experiencing Affordances of Block-based Programming through the Hourglass Challenge. , 2021, , . | | 3 |
| 72 | Computing Effect Sizes of a Science-first-then-didactics Computational Thinking Module for Preservice Elementary School Teachers. , 2021, , . | | 3 |

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 73 | Participatory theater: interacting with autonomous tools for creative applications. Knowledge-Based Systems, 1996, 9, 351-358. | 7.1 | 2 |
| 74 | Inspiring collaborative benefits. , 2010, , . | | 2 |
| 75 | Computing learning acquisition?. , 2011, , . | | 2 |
| 76 | Performance evaluation of user-created open-web games. , 2012, , . | | 2 |
| 77 | Helping teachers and students learn to use 3D in agentcubes online. , 2017, , . | | 2 |
| 78 | Die ersten 1000: Computational Thinking als obligatorische Ausbildung für Primarschullehrpersonen in der Schweiz. Medienpädagogik, 0, , 595-616. | 0.3 | 2 |
| 79 | Perspectives on end user development. , 2003, , . | | 1 |
| 80 | Agent warp engine. , 2008, , . | | 1 |
| 81 | End-user visualizations. , 2008, , . | | 1 |
| 82 | Cyberspace meets brick and mortar. , 2010, , . | | 1 |
| 83 | Conversational programming in action. , 2011, , . | | 1 |
| 84 | The Rise of the Digital Polymath. Advances in Educational Technologies and Instructional Design Book Series, 2020, , 191-219. | 0.2 | 1 |
| 85 | Scalable Game Design Switzerland. Medienpädagogik, 0, 33, 27-52. | 0.3 | 1 |
| 86 | Remote exploratoriums. , 1995, , . | | 0 |
| 87 | Successful visual and end-user programming systems from industry. , 2011, , . | | 0 |
| 88 | Explicative programming. Communications of the ACM, 2021, 64, 30-33. | 4.5 | 0 |
| 89 | Visualizing Student Game Design Project Similarities. Lecture Notes in Computer Science, 2010, , 285-287. | 1.3 | 0 |
| 90 | Smart Education durch Computational Thinking in der Primarschule. Edition HMD, 2016, , 201-219. | 0.2 | 0 |