

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	Smacking Screws with Hammers: Experiencing Affordances of Block-based Programming through the Hourglass Challenge. , 2021, , .		3
2	Computing Effect Sizes of a Science-first-then-didactics Computational Thinking Module for Preservice Elementary School Teachers. , 2021, , .		3
3	Explicative programming. Communications of the ACM, 2021, 64, 30-33.	4.5	0
4	The Rise of the Digital Polymath. Advances in Educational Technologies and Instructional Design Book Series, 2020, , 191-219.	0.2	1
5	Making Computer Science Education Mandatory. , 2019, , .		10
6	The Zones of Proximal Flow Tutorial. , 2019, , .		8
7	Is drawing video game characters in an hour of code activity a waste of time?. , 2018, , .		5
8	Teaching how to teach computational thinking. , 2018, , .		34
9	Principles of Computational Thinking Tools. , 2017, , 291-305.		10
10	The Solothurn Project. , 2017, , .		43
11	Employing Retention of Flow to Improve Online Tutorials. , 2017, , .		6
12	Exploring Computational Music Thinking in a Workshop Setting with Primary and Secondary School Children. , 2017, , .		3
13	Helping teachers and students learn to use 3D in agentcubes online. , 2017, , .		2
14	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
15	Piloting Computer Science Education Week in Mexico. , 2016, , .		17
16	Retention of Flow. , 2016, , .		15
17	Computational thinking tools. , 2016, , .		29
18	Drops and Kinks. , 2016, , .		7

#	ARTICLE	IF	CITATIONS
19	Smart Education durch Computational Thinking in der Primarschule. Edition HMD, 2016, , 201-219.	0.2	0
20	Launching Swiss Computer Science Education Week. , 2015, , .		8
21	Collaboration and Computational Thinking: A classroom structure. , 2015, , .		9
22	Scalable Game Design. ACM Transactions on Computing Education, 2015, 15, 1-31.	3.5	124
23	Closing The Cyberlearning Loop. , 2015, , .		19
24	Grounding Computational Thinking Skill Acquisition Through Contextualized Instruction. , 2015, , .		13
25	The consume - create spectrum. , 2014, , .		10
26	Real Time Assessment of Computational Thinking. , 2014, , .		26
27	Early validation of computational thinking pattern analysis. , 2014, , .		23
28	Beyond Minecraft: Facilitating Computational Thinking through Modeling and Programming in 3D. IEEE Computer Graphics and Applications, 2014, 34, 68-71.	1.2	27
29	Making educational games that work in the classroom: A new approach for integrating STEM simulations. , 2013, , .		6
30	Making Programming Accessible and Exciting. Computer, 2013, 46, 78-81.	1.1	17
31	Computing creativity. , 2013, , .		16
32	The simulation creation toolkit. , 2013, , .		15
33	Will it stick?. , 2013, , .		20
34	The zones of proximal flow. , 2013, , .		53
35	Conversational programming. , 2013, , .		10
36	Programming goes back to school. Communications of the ACM, 2012, 55, 38-40.	4.5	29

#	ARTICLE	IF	CITATIONS
37	Toward an emergent theory of broadening participation in computer science education. , 2012, , .		46
38	Performance evaluation of user-created open-web games. , 2012, , .		2
39	Engineering an Open-Web Educational Game Design Environment. , 2012, , .		5
40	Computing learning acquisition?. , 2011, , .		2
41	Successful visual and end-user programming systems from industry. , 2011, , .		0
42	Making programming more conversational. , 2011, , .		14
43	Conversational programming in action. , 2011, , .		1
44	Towards democratizing computer science education through social game design. , 2011, , .		3
45	CS education re-kindles creativity in public schools. , 2011, , .		11
46	Computing indicators of creativity. , 2011, , .		5
47	Recognizing computational thinking patterns. , 2011, , .		110
48	Semiotic Traces of Computational Thinking Acquisition. Lecture Notes in Computer Science, 2011, , 155-170.	1.3	11
49	Collective Programming: Making End-User Programming (More) Social. Lecture Notes in Computer Science, 2011, , 325-330.	1.3	9
50	Mr. Vetro: A Collective Simulation for teaching health science. International Journal of Computer-Supported Collaborative Learning, 2010, 5, 141-166.	3.0	29
51	Scalable game design and the development of a checklist for getting computational thinking into public schools. , 2010, , .		189
52	Cyberspace meets brick and mortar. , 2010, , .		1
53	Inspiring collaborative benefits. , 2010, , .		2
54	Using scalable game design to teach computer science from middle school to graduate school. , 2010, , .		86

#	ARTICLE	IF	CITATIONS
55	Towards the Automatic Recognition of Computational Thinking for Adaptive Visual Language Learning. , 2010, , .		61
56	Visualizing Student Game Design Project Similarities. Lecture Notes in Computer Science, 2010, , 285-287.	1.3	0
57	Making university education more like middle school computer club. , 2009, , .		7
58	Towards the web of applications. , 2009, , .		5
59	AgentCubes: Incremental 3D end-user development. Journal of Visual Languages and Computing, 2009, 20, 236-251.	1.8	52
60	Collaborative end-user development on handheld devices. Visual Languages and Human-Centric Computing, 2009 VL/HCC 2009 IEEE Symposium on, 2008, , .	0.0	3
61	Broadening participation through scalable game design. , 2008, , .		30
62	Agent warp engine. , 2008, , .		1
63	End-user visualizations. , 2008, , .		1
64	Using scalable game design to promote 3D fluency: Assessing the AgentCubes incremental 3D end-user development framework. , 2008, , .		6
65	Broadening participation through scalable game design. SIGCSE Bulletin, 2008, 40, 305-309.	0.1	21
66	X-expressions in XMLisp. , 2007, , .		4
67	Mobility agents. , 2006, , .		15
68	Collaborative diffusion. , 2006, , .		11
69	Excuse me, I need better AI!. , 2006, , .		12
70	Inflatable Icons: Diffusion-Based Interactive Extrusion of 2D Images into 3D Models. Journal of Graphics Tools, 2005, 10, 1-15.	0.5	10
71	Agent-based end-user development. Communications of the ACM, 2004, 47, 43-46.	4.5	41
72	Making Constructionism Work in the Classroom. International Journal of Computers for Mathematical Learning, 2003, 8, 63-108.	0.6	20

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73	Perspectives on end user development. , 2003, , .		1
74	Using components for rapid distributed software development. IEEE Software, 2001, 18, 38-45.	1.8	38
75	Programming by Analogous Examples. , 2001, , 351-XVIII.		5
76	Programming by example: programming by analogous examples. Communications of the ACM, 2000, 43, 90-97.	4.5	24
77	Collaborative use & design of interactive simulations. , 1999, , .		8
78	Learn to Communicate and Communicate to Learn. Journal of Interactive Media in Education, 1998, 1998, 7.	1.7	8
79	The agentsheets behavior exchange. , 1997, , .		20
80	WebQuest: Substantiating education in edutainment through interactive learning games. Computer Networks, 1996, 28, 1307-1319.	1.0	14
81	Participatory theater: interacting with autonomous tools for creative applications. Knowledge-Based Systems, 1996, 9, 351-358.	7.1	2
82	Making learning a part of life. Communications of the ACM, 1996, 39, 40-42.	4.5	29
83	Internet repositories for collaborative learning. , 1995, , .		13
84	Deceived by ease of use. , 1995, , .		8
85	Remote exploratoriums. , 1995, , .		0
86	Remote exploratoriums: Combining network media and design environments. Computers and Education, 1995, 24, 163-176.	8.3	12
87	Computers in the Classroom: Moving from Tool to Medium. Journal of Computer-Mediated Communication, 0, 2, 0-0.	3.3	5
88	WebQuest: Using WWW and interactive simulation games in the classroom. First Monday, 0, , .	0.6	4
89	Scalable Game Design Switzerland. Medienpädagogik, 0, 33, 27-52.	0.3	1
90	Die ersten 1000: Computational Thinking als obligatorische Ausbildung für Primarschullehrpersonen in der Schweiz. Medienpädagogik, 0, , 595-616.	0.3	2