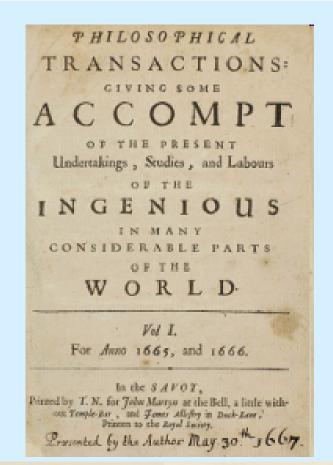
Computer Education Journals: Leading or Following Research Trends?

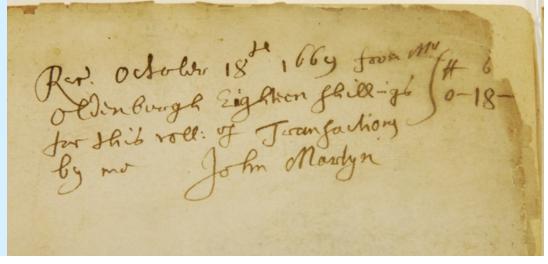
Rachelle S. Heller
George Washington University
Co-Editor: Computers &
Education

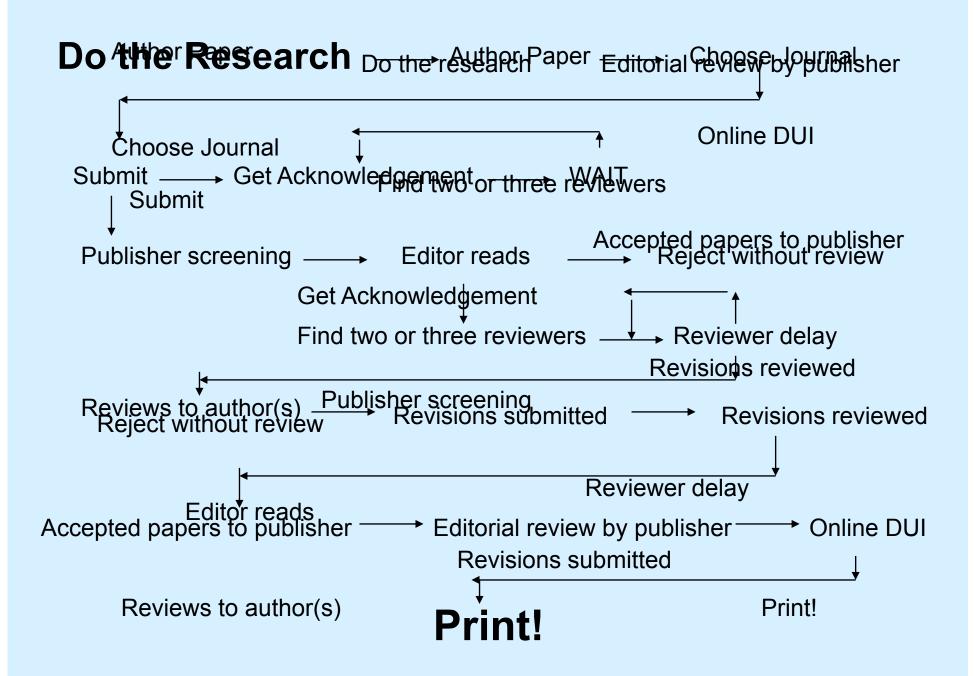
CSEDU 2011, Noordwijkerout, The Netherlands



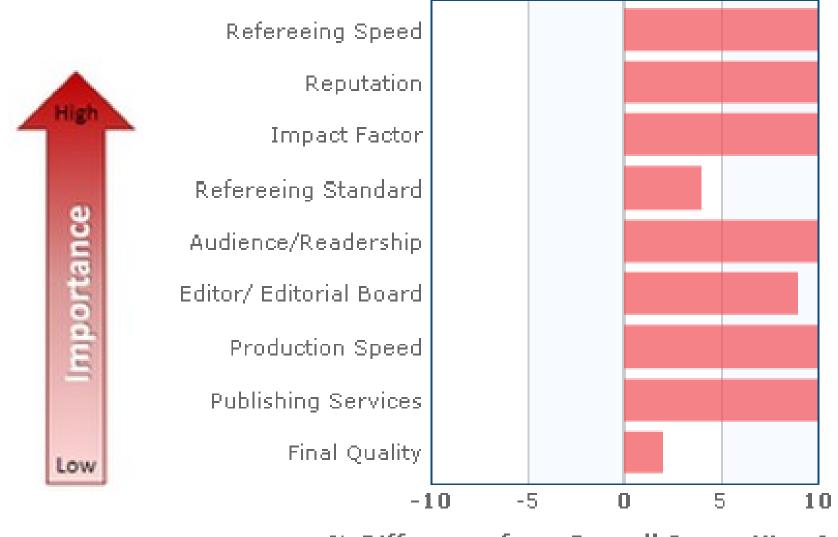
Henry Oldenburg







Author Feedback



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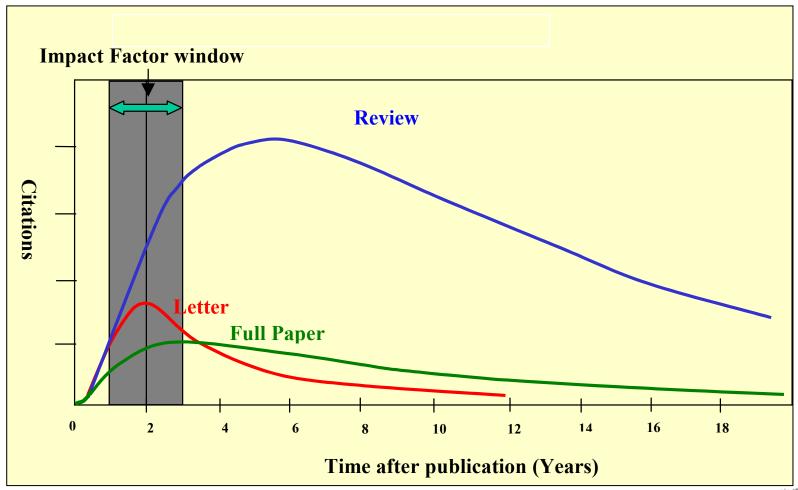




On the whole, I found it to be quite marvellous and yet desperately awful at the same time, apart from the mediocre bits'



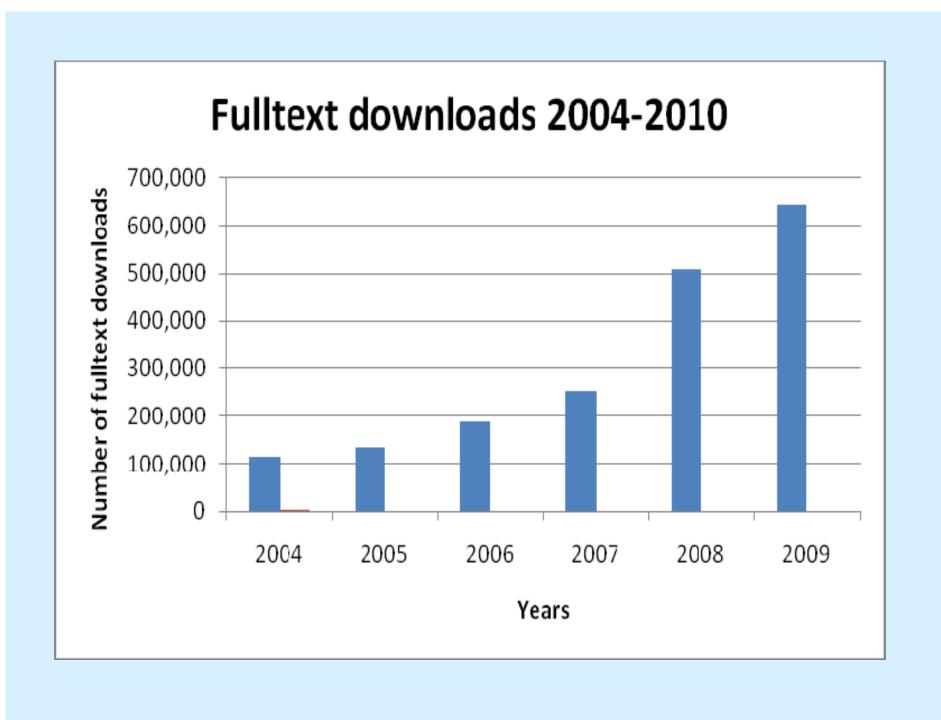
Influences on Impact Factors: Article Type

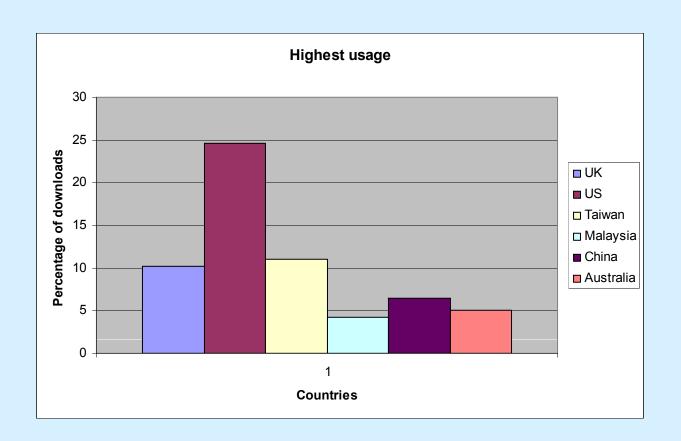


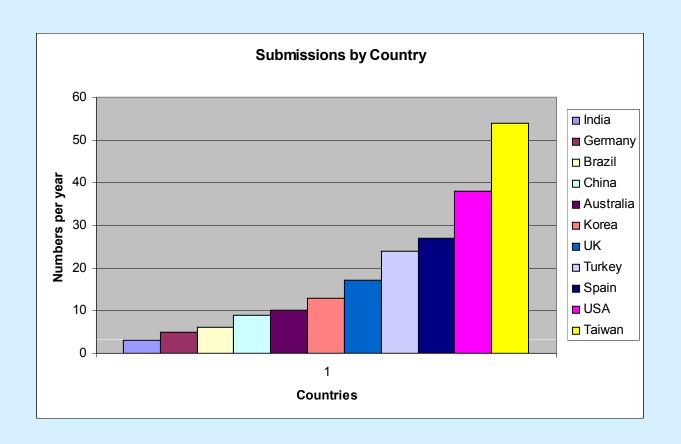


Who is Referencing Whom

		Relatedness (R)	
R _{max}	Related journal (j)	C&E to J	J to C&E
217.25	COMPUT EDUC	217.25	217.25
214.09	J COMPUT ASSIST LEAR	214.09	121.53
194.09	J EDUC PSYCHOL	194.09	6.45
178.39	BRIT J EDUC TECHNOL	178.39	62.38
178.03	ETR&D-EDUC TECH RES	178.03	58.71
173.39	INSTR SCI	173.39	76.58
160.64	INTERACT LEARN ENVIR	64.03	160.64
159.36	EDUC PSYCHOL REV	159.36	7.24
154.42	LEARN INSTR	154.42	6.69
118.59	J RES SCI TEACH	118.59	3.09
114.06	EDUC TECHNOL SOC	48.16	114.06







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Article	Author(s)	Issue	Downloads
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Virtual world teaching, experiential learning, and assessment: An interdisciplinary communication course in Second Life	Jarmon, L.; Traphagan, T.; Mayrath, M.; Trivedi, A.	53:1	3,848
Not just fun, but serious strategies: Using meta-cognitive strategies in game-based learning	Kim, B.; Park, H.; Baek, Y.	52:4	3,707
Digital Game-Based Learning in high school Computer Science education: Impact on educational effectiveness and student motivation	Papastergiou, M.	52:1	3,700

What is Being Published

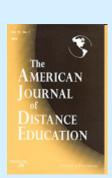
	Topic	Sample Group
	Policies, social culture, impacts and trends for technology-enhanced learning	Non-specified
	Motivation,	Teachers
	Perceptions, and Attitudes	
	Digital Game and Intelligent Toy Enhanced Learning	Elementary School
	E-assessment, New Assessment Theories and Methodologies	Junior and Senior High school
	Computer Supported Collaborative Learning and Learning Behaviors, Usage Patterns and Discourse Analysis	Higher Education

Article	Author(s)	Issue	Download
			S
Modeling educational usage of	Mazman, S.G.; Usluel,	55:2	4,277
Facebook	Y.K.		
The Digital Learning Classroom:	Lopez, O.S.	54:4	4,205
Improving English Language			
Learners academic success in			
mathematics and reading using			
interactive whiteboard technology			
In-class laptop use and its effects on	Fried, C.B.	50:3	3,867
student learning			
What drives a successful e-	Sun, P.C.; Tsai, R.J.;	50:4	3,796
Learning? An empirical	Finger, G.; Chen, Y.Y.;		
investigation of the critical factors	Yeh, D.		
influencing learner satisfaction			
Interactivity in the classroom and its	Beauchamp, G.;	54:3	3,640
impact on learning	Kennewell, S.		
Exploring the potential of computer	Papastergiou, M.	53:3	3,635
and video games for health and			
physical education: A literature			
review			







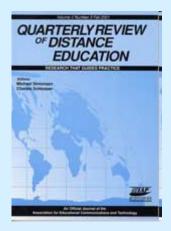




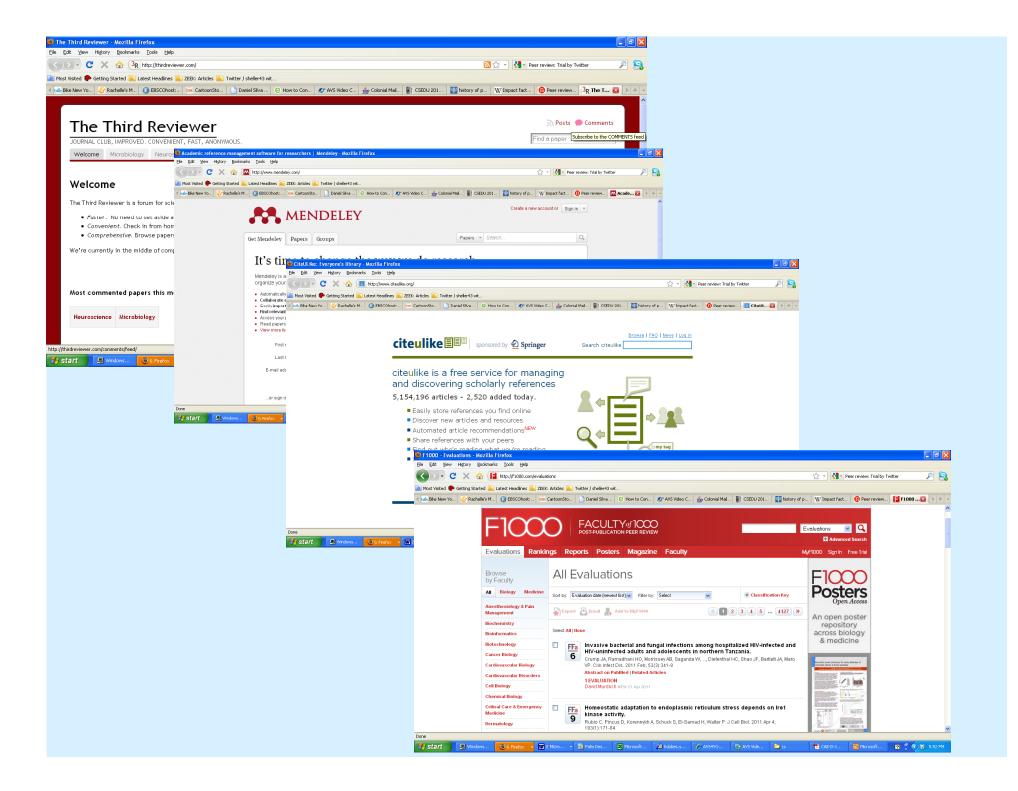


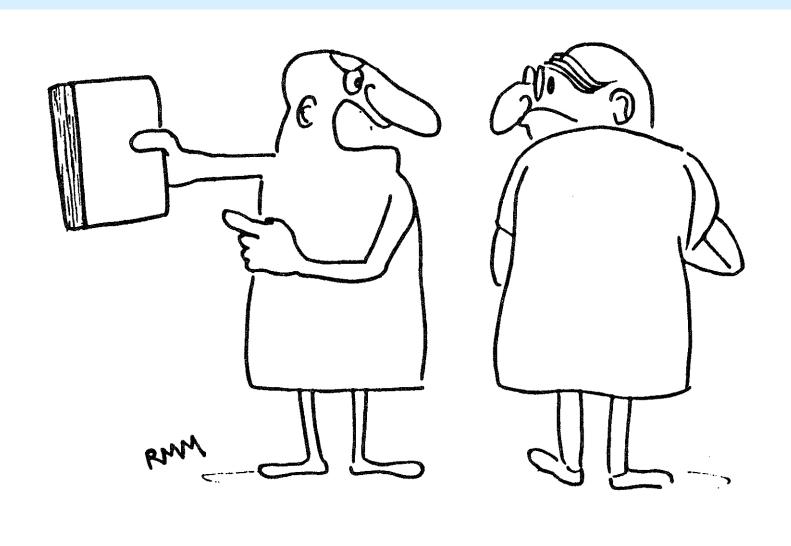












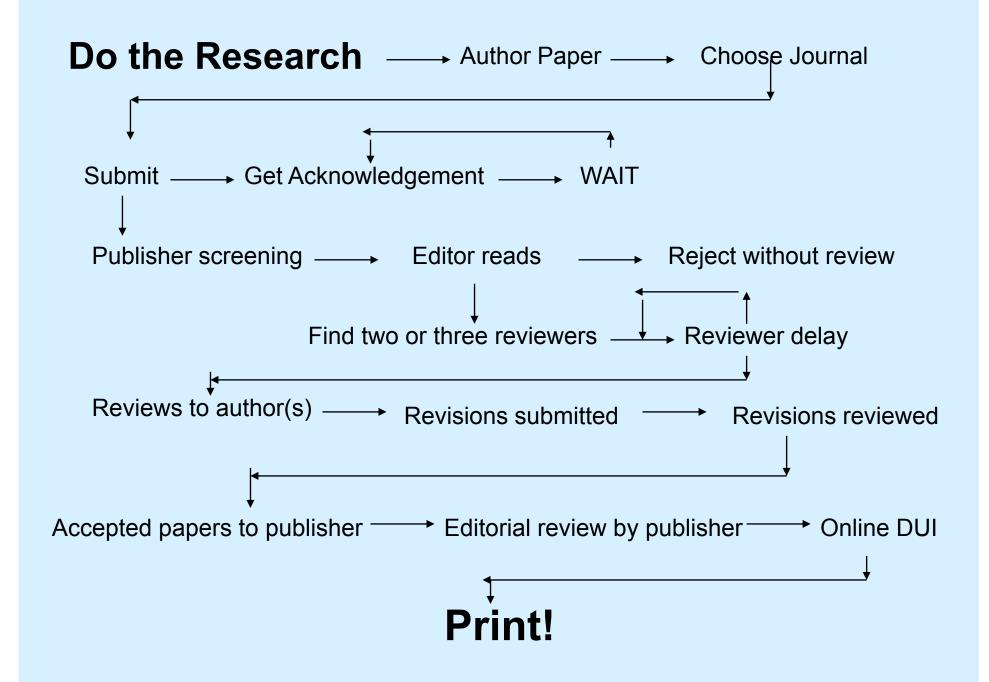
"Fifty-seven authors, and neither one of us was included."

Thank You!

Your Turn

Shelly Heller: sheller@gwu.edu

As Co-Editor of the Computers & Education Journal, I invite you to submit articles of interest at http://ees.elsevier.com/cae/





"It is my hope that these images will generate a huge number of academic journal papers and theses on the Palaeolithic period."