## Bilaga 4: Publikationer som inte har kunnat rekvireras i fulltext

Ahmad, A., Zaman, H. B., Periasamy, E. A. L., Sulaiman, R., Ang, M. C., & Nayan, N. M. (2013). Evaluation of Augmented Reality Remedial Worksheet Based on AVCTP Algorithm for Negative Numbers (AR(2)WN(2)). *Advances in Visual Informatics*, 8237, 581-594.

Ahmad, N. A., Ahmad, S. Z., Rosmani, A. F., Mazlan, U. H., & Ismail, M. H. (2015). Enhanced Interactive Mathematical Learning Courseware Using Mental Arithmetic for Preschool Children. *Advanced Computer and Communication Engineering Technology*, 315.

Aleven, V., Rummel, N., Olsen, J. K., & Belenky, D. M. (2014). Using an Intelligent Tutoring System to Support Collaborative as well as Individual Learning. *Intelligent Tutoring Systems, Its 2014, 8474*, 134-143.

Aleven, V., Waalkens, M., & Taatgen, N. (2011). Does Supporting Multiple Student Strategies in Intelligent Tutoring Systems Lead to Better Learning? *Artificial Intelligence in Education*, 6738, 572-574.

Alzahrani, F. (2013). Evaluation of Videogames for Mathematics Education with Young Children. 2013 International Conference on Computer Applications Technology (Iccat), o.

Araujo, C. F., Dias, E. J., & Ota, M. A. (2014). The Tablet Motivating Mathematics Learning in High School. *Mobile as Mainstream-Towards Future Challenges in Mobile Learning*, *Mlearn 2014*, 479, 42-51.

Ardeleanu, R., & Furdu, I. (2015). On the role of mathematical game in obtaining school performance. *Smart 2014 - Social Media in Academia: Research and Teaching, 0*, 429-434.

Boddison, A., & Thethi, A. (2014). Real-Time Virtual Classrooms - Transcending the Boundaries of Classroom-Based, Level 6 Mathematics Teaching. *Iceri2014: 7th International Conference of Education, Research and Innovation, 0*, 5588-5594.

Borisade, T. (2014). Investigating the Impact of Information and Communication Technology on the Teaching and Learning of English Language and Mathematics in Secondary Schools in Ekiti State, Nigeria. *Iceri2014: 7th International Conference of Education, Research and Innovation, 0*, 4789-4796.

Casabianca, E., & Addimando, L. (2014). Integration of Information and Communication Technologies in Teaching Mathematic with a New Software (Cabri Elem): Lessons from Switzerland. *Inted2014: 8th International Technology, Education and Development Conference*, 0, 886-901.

Chang, Y. H., Tsai, H. H., Lai, Y. S., & Yu, P. T. (2008). Exploring a computer-assisted managing system with Competence Indicators in Taiwan. *Advances in Web Based Learning - Icwl 2008, Proceedings*, *5145*, 18-26.

Chen, M. P., & Ren, H. Y. (2013). Designing a RPG Game for Learning of Mathematic Concepts. *2013 Second Iiai International Conference on Advanced Applied Informatics*, *o*, 217-220.

- Cicek, Y., Aytekin, S., Duysak, A., & Inan, H. Z. (2012). Teaching children geometric shapes through a new technological toy: "Computer-smart little mathematicians". *Energy Education Science and Technology Part B-Social and Educational Studies*, *4*(3), 1425-1432.
- Connolly, T., & Healy, A. (2007). Does games-based learning, based on a constructivist pedagogy, enhance the learning experience and outcomes for the student compared to a traditional didactic pedagogy? *Proceedings of the European Conference on Games-Based Learnin G*, *o*, 105-114.
- Costabile, F. A., & Serpe, A. (2010). The Computer in Nursery Schools with the Inf @ 0.1 Software. An Action-Research Experience. *Edulearn10: International Conference on Education and New Learning Technologies*, o.
- Dash, M. K. (2009). Effectiveness of EduSat for Improving Learning Achievements of Primary School Children A Critical Study. *Indian Journal of Open Learning*, 18(2), 77-85.
- Dosemagen, D. M. (2007). Shared Reflection in an Online Environment: Exposing and Promoting Students' Understanding. *Yearbook (National Council of Teachers of Mathematics)*, 69, 153-173.
- Dova, M., Pilarinos, C., Spai, A., Koutsikos, L., Rangoussi, M., & Merentitis, C. (2013). Teaching Maths at Primary School Students and the Contribution of a Computing Environment. 7th International Technology, Education and Development Conference, 0, 6296-6296.
- Ejersbo, L. R., & Leron, U. (2009). Communication Issues in the Math Classroom: Virtual Monologue as a Reflection Tool. *Pme 33: Proceedings of the 33rd Conference of the International Group for the Psychology of Mathematics Education, Vol 1, 1,* 284-284.
- Elia, I., Kolovou, A., & Panhuizen, M. V. (2009). An Online Ict Environment to Support Primary School Students' Solving of Non-Routine Puzzle-Like Mathematical Word Problems. *Pme 33: Proceedings of the 33rd Conference of the International Group for the Psychology of Mathematics Education, Vol 3, 3,* 385-392.
- Felicia, P., & Pitt, I. (2007). Evaluating the effect of personality on the design of educational games. *Proceedings of the European Conference on Games-Based Learnin G*, 0, 79-88.
- Fonseca, C., & Mateus, J. (2014). Mathematical Tasks with Software in Basic Education. *Iceri2014: 7th International Conference of Education, Research and Innovation*, 0, 6255-6263.
- Fonseca, J. R. S. (2007). On the contribution of using computers in the classroom in teaching/learning statistics. *2007 37th Annual Frontiers in Education Conference, Global Engineering: Knowledge without Borders Opportunities without Passports, Vols 1- 4, 0,* 987-992.
- Fransson, T. (2006). Artefacts and objectification of mathematical knowledge: a study of students' interaction with concrete material in analytic geometry. *Reports from MSI*, *1650-2647*; *06044*, *0*.
- Garo, S. (2010). Mathematics Test-Taking with and without Hand-Held Calculators. *3rd International Conference of Education, Research and Innovation*, *o*, 6733-6738.
- Gomez, M. G., Gigante, B. G., & Castilla, R. H. (2010). Teaching and Learning School Mathematics and Video Games. *4th International Technology, Education and Development Conference (Inted 2010)*, 0, 2364-2375.
- Graf, A. B. (2010). Think outside the Polygon. *Mathematics Teaching in the Middle School*, *16*(2), 82-87.

Graff, M., & Lebens, M. (2007). Web-based direct instruction in mathematics for low achievers. *Proceedings of the Sixth IASTED International Conference on Web-Based Education*, 0, 98-103.

Havelkova, V. (2013). Jourdain Effect and Dynamic Mathematics. *Efficiency and Responsibility in Education 2013, 0,* 182-188.

Hutchins, D. (2006). Manipulatives in Geometry are a TOTAL Waste of Time - Or are They? *Ohio Journal of School Mathematics, 0*(54), 13-17.

Iyekekpolor, S. (2012). Enhancing Nigerian Senior Secondary School Students Achievement in Geometry and Trigonometry: A Focus on Drill Computer- Aided Instruction. *Edulearn12:* 4th International Conference on Education and New Learning Technologies, 0, 4496-4500.

Iyekekpolor, S. (2013). Comparative Effects of Tutorial and Drill Computer-Aided Instruction on Senior Secondary School Students' Achievement in Geometry and Trigonometry. *7th International Technology, Education and Development Conference*, 0, 3803-3811.

Jones, J. D., Securro, S., Cantrell, D., & Blackwell, J. (2006). Intervention That Adds Up: The Impact of Merit Software on Standardized Achievement Test Scores of Middle School Students. *Journal on School Educational Technology*, *2*(1), 47-53.

Joubert, M. (2009). Students' Learning of Mathematics in Classrooms Where Computers Are Used. *Pme 33: Proceedings of the 33rd Conference of the International Group for the Psychology of Mathematics Education, Vol 1, 1, 400-400.* 

Kaartinen, S. (2010). The Role of Visual Models in Mediating Children's Mathematicising: A Case from an Early Education Classroom Community. *4th International Technology, Education and Development Conference (Inted 2010), 0,* 5854-5864.

Karim, A., & Zualkernan, I. A. (2013). Using a Traveling Van to deliver Blended Learning in a Developing Country. *2013 Ieee 13th International Conference on Advanced Learning Technologies*, *o*, 429-431.

Karimi, H., Zadeh, R. H., & Darvishan, A. (2012). The Effect of Computer-Assisted Instruction on Achievement and Attitude toward Math, Compared with Traditional Methods in Tenth Grade Students Mathematics Course. *Edulearn12: 4th International Conference on Education and New Learning Technologies*, 0, 3526-3531.

Kim, S., Evans, M., Norton, A., Chang, M. D., & Deater-Deckard, K. (2014). Educational Video Games and Students' Game Engagement. *2014 International Conference on Information Science and Applications, o.* 

Kobal, D., Zmazek, B., & Zmazek, V. (2007). The challenge of E-learning. *Wmsci 2007: 11th World Multi-Conference on Systemics, Cybernetics and Informatics, Vol I, Proceedings, 0*, 14-18.

Krauthausen, G. (2007). Using the Computer for 'Doing Mathematics' - the Development of the Zahlenforscher [Number Explorer] Software for Grade 2-6. *Semt 07: International Symposium Elementary Maths Teaching*, 0, 142-150.

Lee, C. I. (2011). A Study of the Effects on Quantity of Weight for Elementary Students by Applying the Context-Awareness Technology to Learning Activities. *Edulearn11: 3rd International Conference on Education and New Learning Technologies*, 0, 6944-6950.

Lew, H.-C., & Hong-Chan, S. (2011). Discovering a Rule and its Mathematical Justification in Modelling Activities Using Spreadsheets: An Experimental Study with Korean Tenth Graders. *Journal of Science & Mathematics Education in Southeast Asia*, *34*(2), 134-148.

- Li, Y., & Zhou, X. B. (2013). An Application of Multimedia technology in Mathematic Education. *2013 Fourth International Conference on Intelligent Systems Design and Engineering Applications*, 0, 74-78.
- Lin, S. W., & Hung, P. H. (2008). The Effects of Cognitive Component Based Intervention Design of Spatial Sense. *Proceedings of the Joint Meeting of Pme 32 and Pme-Na Xxx*, *Vol 3*, 0, 433-440.
- Lin, Y. H., Weng, C. H., & Yih, J. M. (2015). Investigation on Mathematics Reading Internet System and Performance of Pupils. *International Conference on Advanced Educational Technology and Information Engineering (Aetie 2015)*, 0, 192-197.
- Lupu, C. (2015). The Efficiency of Computers with Maple Software in the Teaching and Learning of Plane Geometry. *Smart 2014 Social Media in Academia: Research and Teaching*, 0, 215-221.
- Minh, T. K. (2012). Learning About Functions with the Help of Technology: Students' Instrumental Genesis of a Geometrical and Symbolic Environment. *Proceedings of the 36th Conference of the International Group for Psychology of Mathematics Education, Vol. 3: Opportunities to Learn in Mathematics Education, o.*
- Mji, A., & Ogbonnaya, U. I. (2013). Enhancing Students' Learning of Hyperbolic Functions by the Use of Information and Communication Technology (Ict). *Edulearn13: 5th International Conference on Education and New Learning Technologies*, 0, 5619-5626.
- Moodley, M. (2007). Problem Solving in the Mathematics Classroom. o.
- Mselle, L. J., & Kondo, T. S. (2012). Deploying Computer-Based Learning under Suboptimal Conditions. 2012 International Conference for Internet Technology and Secured Transactions, 0, 94-98.
- Nair, S., Lim, S. K., & Tay, L. Y. (2013). Integrating Ict into Teaching and Learning Observations from an Elementary Level Future School in Singapore. *2013 Ieee 63rd Annual Conference International Council for Educational Media*, o.
- Nicholas, Z. (2013). The use of Information and Communication Technologies in the first grade of primary school for teaching rectangles based in Realistic Mathematics Education. *2013 Fourth International Conference on Information, Intelligence, Systems and Applications (Iisa 2013)*, 0, 327-332.
- Ozyurt, H. (2012). Implementation and evaluation of a web based mathematics teaching system enriched with interactive animations for the probability unit. *Energy Education Science and Technology Part B-Social and Educational Studies*, *4*(3), 1167-1180.
- Rafi, A., & Samsudin, K. (2011). Enhancing Spatial Skill through Multimedia Technology: A Focus on Animation and Interaction. *Edulearn11: 3rd International Conference on Education and New Learning Technologies*, 0, 1723-1730.
- Rajendran, R., & Muralidharan, A. (2013). Impact of Mindspark's Adaptive Logic on Student Learning. 2013 Ieee Fifth International Conference on Technology for Education, 0, 119-122.
- Roberts, D. (2006). Increase Student Interest and Achievement with Technology in the Classroom. *Ohio Journal of School Mathematics*, *o*(54), 18-20.
- Rodriguez, G., & Hoyos, V. (2007). Emergent mathematical environments using electronic board games. *Imsci '07: International Multi-Conference on Society, Cybernetics and Informatics, Vol 2, Proceedings, 0*, 147-151.

- Saleh, F., & Letchumanan, S. (2011). Comparison between Cooperative Computer-Assisted Instruction and Individual Computer-Assisted Instruction on Students Performance with Different Cognitive Styles. *Inted2011: 5th International Technology, Education and Development Conference*, *o*, 4009-4016.
- Santhirasegaran, V. (2007). The effects of using a constructive tool for model drawing in word problems. *Imsci '07: International Multi-Conference on Society, Cybernetics and Informatics, Vol 1, Proceedings, 0, 212-216.*
- Schultz, N., Joosten-ten Brinke, D., & Platjouw, R. (2015). The Success Factor in Assessment: Motivation or Playing? A Case Study in Gamification. *Computer Assisted Assessment:* Research into E-Assessment, Caa 2015, 571, 40-46.
- Singhal, A., Kushwaha, R. C., & Chaurasia, P. K. (2014). Impact on Students' Achievement in Teaching Mathematics using Geogebra. *2014 Ieee Sixth International Conference on Technology for Education*, 0, 134-137.
- Sokolowski, A. (2010). Mathematical Modeling in Trigonometry Enhanced by Physics Simulations. *4th International Technology, Education and Development Conference (Inted 2010)*, 0, 106-112.
- Tarmizi, R. A., Ayub, A. F. M., Yunus, A. S. M., Nawawi, M. H., & Ali, W. Z. W. (2008). Development of an Interactive Multimedia Courseware for Learning Transformation and Loci in Malaysian Lower Secondary Schools. *Imsci '08: 2nd International Multi-Conference on Society, Cybernetics and Informatics, Vol Iv, Proceedings, Post Conference Issue, 0*, 43-47.
- Tlusty, P., & Binterova, H. (2013). Digital Learning Environment for Mathematics. *Efficiency and Responsibility in Education 2013*, *0*, 611-617.
- Tsuei, M. (2013). Applying Computer-Based Mathematics Testing on Mobile Tablets for Elementary Students. 2013 Ieee 63rd Annual Conference International Council for Educational Media, O.
- Walker, J. M. (2007). Digital Imaging in the Mathematics Classroom. *Ohio Journal of School Mathematics*, o(55), 20-23.
- Wu, T. T., Huang, S. H., & Huang, Y. M. (2013). Learning Diagnosis Instruction System Based on Game-based Learning for Mathematical Course. *2013 Second Iiai International Conference on Advanced Applied Informatics*, *o*, 161-165.
- Xu, Z., Daghestani, L., Ward, R. D., & Al-Nuaim, H. (2008). The Design, Development and Evaluation of Virtual Reality Learning Environment for Numeracy Concepts Using 3D Virtual Manipulatives. *Computer Graphics, Imaging and Visualisation Modern Techniques and Applications, Proceedings, 0*, 93-100.
- Yang, H. S., & Shen, C. X. (2013). Research on Using Multimedia Courseware to Promote the Teaching Quality of Elementary Math Class. *2013 3rd International Conference on Applied Social Science*, *o*, 66-69.
- Yang, P. C., Chang, H. Y., Lin, W. S., Chen, H. R., & Jian, C. H. (2014). Design of Digital Game-based Learning in Elementary School Mathematics. *2014 7th International Conference on Ubi-Media Computing and Workshops (Umedia)*, 0, 322-325.
- Yokoyama, T., Okamoto, M., Hirashima, T., & Takeuchi, A. (2008). An experimental use of learning environment for problem-posing as sentence-integration in arithmetical word problems. *Intelligent Tutoring System, Proceedings*, *5091*, 687-689.

Zbiek, R. M., Reed, S. A., & Boone, T. (2007). Cell Phone Coverage Area: Helping Students Achieve in Mathematics. *Mathematics Teaching in the Middle School*, *12*(6), 300-307.

Zhang, L., & Jiao, J. (2013). A study on effective hybrid math teaching strategies. *International Journal of Innovation & Learning*, 13(4), 451-466.