Artiklar kopplade till digitala verktyg / IKT / digitalisering listade enligt publiceringsår.

Prensky, M. (2001). Digital natives, digital immigrants part 1. On the Horizon, 9, 1–6.	2001
Hembrooke, H., & Gay, G. (2003). The laptop and the lecture: The effects of multitasking in learning environments. Journal of Computing in Higher Education, 15, 46–64.	2003
Gulek, J. C., & Demirtas, H. (2005). Learning with technology: The impact of laptop use on student achievement. The Journal of Technology, Learning and assessment, 3.	2005
Lee, L. (2005). Young people and the Internet: From theory to practice. Young, 13, 315-326.	2005
Thornton, P., & Houser, C. (2005). Using mobile phones in English education in Japan. Journal of Computer Assisted Learning, 21, 217-228.	2005
Van Merriënboer, J. J., & Ayres, P. (2005). Research on cognitive load theory and its design implications for e-learning. Educational Technology Research and Development, 53, 5–13.	2005
Balanskat, A., Blamire, R., & Kefala, S. (2006). The ICT impact report: A review of studies of ICT impact on schools in Europe	2006
Penuel, W. R. (2006). Implementation and effects of one-to-one computing initiatives: A research synthesis. Journal of Research on Technology in Education, 38, 329-348.	2006
Zhang, D, Zhou, L., Briggs, R.O., & Nunamaker Jr, J.F. (2006) Instructional video in e-learning: Assessing the impact of interactive video on learning effectiveness. Information & Management, 43, 15-27.	2006
Barnes, K., Marateo, R. C., & Ferris, S. P. (2007). Teaching and learning with the net generation. Innovate: Journal of Online Education, 3.	2007
Dunleavy, M., Dexter, S., & Heinecke, W. F. (2007). What added value does a 1:1 student to laptop ratio bring to technology–supported teaching and learning. Journal of Computer Assisted Learning, 23, 440 -452.	2007
Dunleavy, M., & Heinecke, W. F. (2007). The impact of 1: 1 laptop use on middle school math and science standardized test scores. Computers in the Schools, 24, 7-22.	2007
Sheard, M., & Ahmed, J. (2007). Engaging the 'Xbox Generation of Learners' in Higher Education. University of Huddersfield, School of Education and Professional Development.	2007
Wessels, A., Fries, S., Horz, H., Scheele, N., & Effelsberg, W. (2007). Interactive lectures: Effective Teaching and Learning in lectures using wireless networks. Computers in Human Behavior, 23, 2524 - 2537.	2007
Andrews, G. G. (2008). Gameplay, gender, and socioeconomic status in two American high schools. E-learning and Digital Media, 5, 199-213.	2008
Fried, C. B. (2008). In-class laptop use and its effects on student learning. Com- puters & Education, 50, 906–914.	2008
Law, N., Pelgrum, W. J., & Plomp, T. (Eds.). (2008). Pedagogy and ICT Use in Schools Around the World: Findings from the IEA SITES 2006 Study (Vol. 23). Springer Science & Business Media.	2008
Lu, M. (2008). Effectiveness of vocabulary learning via mobile phone. Journal of Computer Assisted Learning, 24, 515 –525.	2008
Radosevich, D. J., Salomon, R., Radosevich, D. M., & Kahn, P. (2008). Using student response systems to increase motivation, learning, and knowledge retention. Innovate: Journal of Online Education, 5.	2008
Becta (2009a). Harnessing Technology: Schools Survey 2009. Coventry, Becta.	2009
Becta (2009b). Harnessing Technology Review 2009: The Role of Technology in Education and Skills. Coventry, Becta.	2009
Chen, C. M., & Chen, M. C. (2009). Mobile formative assessment tool based on data mining techniques for supporting web-based learning. Computers & Education, 23, 275-306.	2009
Clark, A. C., & Ernst, J. V. (2009). Gaming in technology education: The study of gaming can teach life skills for the twenty-first century that employers want. These include analytical thinking, team building, multitasking, and problem solving under duress. The Technology Teacher, 68, 21–27.	2009
Frohberg, D., Göth, C., & Schwabe, G. (2009). Mobile learning projects–a critical analysis of the state of the art. Journal of Computer Assisted Learning, 25, 307 -331.	2009
Huizenga, J., Admiraal, W., Akkerman, S., & Dam, G. T. (2009). Mobile game–based learning in secondary education: engagement, motivation and learning in a mobile city game. Journal of Computer Assisted Learning, 25, 322-344.	2009
Lan, Y. J., Sung, Y. T., & Chang, K. E. (2009). Let us read together: Development and evaluation of a computer-assisted reciprocal early English reading system. Computers & Education, 53, 1188-1198	2009
Liu, T. Y., Tan, T. H., & Chu, Y. L. (2009). Outdoor natural science learning with an RFID-supported immersive ubiquitous learning environment. Journal of Educational Technology & Society, 12, 161-175.	2009
Mayer, R. E., Stull, A., DeLeeuw, K., Almeroth, K., Bimber, B., Chun, D., ... & Zhang, H. (2009). Clickers in college classrooms: Fostering learning with questioning methods in large lecture classes. Contemporary Educational Psychology, 34, 51 -57.	2009
Papastergiou, M. (2009). Digital game-based learning in high school computer science education: Impact on educational effectiveness and student motivation. Computers & Education, 52, 1 -12.	2009
Basoglu, E. B., & Akdemir, O. (2010). A comparison of undergraduate students' English vocabulary learning: Using mobile phones and flash cards. Turkish Online Journal of Educational Technology, 9, 1-7.	2010
Bebell, D., & Kay, R. (2010). One to one computing: A summary of the quantitative results from the Berkshire wireless learning initiative. Journal of Technology, Learning, and Assessment, 9, n2.	2010

Bebell, D., & O'Dwyer, L. (2010). Educational outcomes and research from 1: 1 computing settings. The Journal of Technology, Learning and Assessment, 9.	2010
Huang, Y. M., Lin, Y. T., & Cheng, S. C. (2010). Effectiveness of a mobile plant learning system in a science curriculum in Taiwanese elementary education. Computers & Education, 54, 47-58.	2010
Lan, Y. J., Sung, Y. T., Tan, N. C., Lin, C. P., & Chang, K. E. (2010). Mobile-device-supported problem-based computational estimation instruction for ele- mentary school students. Journal of Educational Technology & Society, 13, 55-69.	2010
Prensky, M. R. (2010). Teaching digital natives: Partnering for real learning. Corwin Press.	2010
Shapley, K. S., Sheehan, D., Maloney, C., & Caranikas-Walker, F. (2010). Evaluating the implementation fidelity of technology immersion and its relationship with student achievement. The Journal of Technology, Learning and Assessment, 9.	2010
Suh, S., Kim, S. W., & Kim, N. J. (2010). Effectiveness of MMORPG–based instruction in elementary English education in Korea. Journal of Computer Assisted Learning, 26, 370-378.	2010
Chen, N. S., Teng, D. C. E., & Lee, C. H. (2011). Augmenting paper-based reading activity with direct access to digital materials and scaffolded questioning. Computers & Education, 57, 1705-1715.	2011
Hsu, L., & Lee, S. N. (2011). Learning tourism English on mobile phones: How does it work. Journal of Hospitality, Leisure, Sports and Tourism Education, 10, 85	2011
Hwang, G. J., & Chang, H. F. (2011). A formative assessment-based mobile learning approach to improving the learning attitudes and achievements of students. Computers & Education, 56, 1023 -1031.	2011
Jacobsen, W. C., & Forste, R. (2011). The wired generation: Academic and social outcomes of electronic media use among university students. Cyberpsychology, Behavior, and Social Networking, 14, 275-280.	2011
Nishikawa, K. A., & Jaeger, J. (2011). A computer simulation comparing the incentive structures of dictatorships and democracies. Journal of Political Science Education, 7, 135-142.	2011
Tømte, C., & Hatlevik, O. E. (2011). Gender-differences in self-efficacy ICT related to various ICT-user profiles in Finland and Norway. How do self-efficacy, gender and ICT-user profiles relate to findings from PISA 2006. Computers & Education, 57, 1416-1424.	2011
Zhang, D., Song, W., & Burston, J. (2011) Reexamining the effectiveness of vocabulary learning via mobile phones. Turkish Online Journal of Education Technology, 10, 203-214.	2011
Appel, M. (2012). Are heavy users of computer games and social media more	2012
Douglas, D., Angel, H., & Bethany, W. (2012). Digital devices, distraction, and student performance: Does in-class cell phone use reduce learning. Astronomy Education Review, 11.	2012
Fleischer, H. (2012). What is our current understanding of one-to-one computer projects: A systematic narrative research review. Educational Research Re-view, 7, 107 -122.	2012
Huang, Y. M., Liang, T. H., Su, Y. N., & Chen, N. S. (2012). Empowering personalized learning with an interactive e-book learning system for elementary school students. Educational Technology Research and Development, 60, 703- 722.	2012
Wood, E., Zivcakova, L., Gentile, P., Archer, K., De Pasquale, D., & Nosko, A. (2012). Examining the impact of off-task multi-tasking with technology on real-time classroom learning. Computers & Education, 58, 365 -374.	2012
Yang, Y. T. C., & Wu, W. C. I. (2012). Digital storytelling for enhancing student academic achievement, critical thinking, and learning motivation: A year-long experimental study. Computers & Education, 59, 339-352.	2012
Ahmed, S., & Parsons, D. (2013). Abductive science inquiry using mobile devices in the classroom.	2013
Arnab, S., Brown, K., Clarke, S., Dunwell, I., Lim, T., Suttie, N., ... & De Freitas, S. (2013). The development approach of a pedagogically-driven serious game to support Relationship and Sex Education (RSE) within a classroom setting.	2013
Chiu, L. L., & Liu, G. Z. (2013). Effects of printed, pocket electronic, and online dictionaries on high school students' English vocabulary retention. The Asia-Pacific Education Researcher, 22, 619-634.	2013
Edwards, C. M., Rule, A. C., & Boody, R. M. (2013). Comparison of face-to-face and online mathematics learning of sixth graders. Journal of Computers in Mathematics and Science Teaching, 32, 25-47.	2013
Erhel, S., & Jamet, E. (2013). Digital game-based learning: Impact of instructions and feedback on motivation and learning effectiveness. Computers & Education, 67, 156-167.	2013
Hung, P. H., Hwang, G. J., Lin, Y. F., Wu, T. H., & Su, I. H. (2013). Seamless connection between learning and assessment-applying progressive learning tasks in mobile ecology inquiry. Journal of Educational Technology & Society, 16, 194 -205.	2013
Hwang, G. J., Wu, P. H., Zhuang, Y. Y., & Huang, Y. M. (2013). Effects of the inquiry-based mobile learning model on the cognitive load and learning achievement of students. Interactive Learning Environments, 21, 338 - 354	2013
Riconscente, M. M. (2013). Results from a controlled study of the iPad fractions game Motion Math. Games and Culture, 8, 186-214.	2013
Rockinson-Szapkiw, A. J., Courduff, J., Carter, K., & Bennett, D. (2013). Electronic versus traditional print textbooks: A comparison study on the influence of university students' learning. Computers & Education, 63, 259–266.	2013
Rondon, S., Sassi, F. C., & de Andrade, C. R. F. (2013). Computer game-based and traditional learning method: a comparison regarding students' knowledge retention. BMC Medical Education, 13, 30.	2013
Sana, F., Weston, T., & Cepeda, N. J. (2013). Laptop multitasking hinders class- room learning for both users and nearby peers. Computers & Education, 62, 24–31.	2013
Castellar, E. N., Van Looy, J., Szmalec, A., & De Marez, L. (2014). Improving arithmetic skills through gameplay: Assessment of the effectiveness of an educational game in terms of cognitive and affective learning outcomes. Information sciences, 264, 19 - 31.	2014

Merchant, Z., Goetz, E. T., Cifuentes, L., Keeney-Kennicutt, W., & Davis, T. J. (2014). Effectiveness of virtual reality-based instruction on students' learning outcomes in K-12 and higher education: A meta-analysis. Computers & Education, 70, 29-40.	2014
Mueller, P. A., & Oppenheimer, D. M. (2014). The pen is mightier than the key- board: Advantages of longhand over laptop note taking. Psychological Science, 25, 1159–1168.	2014
Boyle, E. A., Hainey, T., Connolly, T. M., Gray, G., Earp, J., Ott, M., ... & Pereira, J. (2016). An update to the systematic literature review of empirical evidence of the impacts and outcomes of computer games and serious games. Computers & Education, 94, 179-192.	2016
Dhir, A., Kaur, P., Chen, S., & Lonka, K. (2016). Understanding online regret experience in FB use. Computers in Human Behavior, 59, 420–430.	2016
Ebrahimzadeh, M., & Alavi, S. (2016). Motivating EFL students: E-learning enjoyment as a predictor of vocabulary learning through digital video games. Co- gent Education, 3, 1255400.	2016
Hwang, W. Y., Shih, T. K., Ma, Z. H., Shadiev, R., & Chen, S. Y. (2016). Evaluating listening and speaking skills in a mobile game-based learning environ- ment with situational contexts. Computer Assisted Language Learning, 29, 639-657.	2016
Hwang, G. J., & Wang, S. Y. (2016). Single loop or double loop learning: English vocabulary learning performance and behavior of students in situated computer games with different guiding strategies. Computers & Education, 102, 188 -201.	2016
Jang, D. H., Yi, P., & Shin, I. S. (2016). Examining the effectiveness of digital textbook use on students' learning outcomes in South Korea: A meta-analysis. The Asia-Pacific Education Researcher, 25, 57–68	2016
Sung, Y. T., Chang, K. E., & Liu, T. C. (2016). The effects of integrating mobile devices with teaching and learning on students' learning performance: A meta-analysis and research synthesis. Computers & Education, 94, 252-275.	2016
Yulianto, B., Prabowo, H. & Kosala, R. (2016). Comparing the effectiveness of digital contents for improving learning outcomes in computer programming for autodidact students. Journal of e-Learning and Knowledge Society, 12.	2016
Dhir, A., Kaur, P., Lonka, K., & Tsai, C. C. (2017). Do psychosocial attributes of well-being drive intensive Facebook use?. Computers in Human Behavior, 68, 520–527.	2017
Hsu, T. C. (2017). Learning English with augmented reality: Do learning styles matter. Computers & Education, 106, 137 - 149.	2017
Kirschner, P. A., & De Bruyckere, P. (2017). The myths of the digital native and the multitasker. Teaching and Teacher Education, 67, 135–142.	2017
Moisala, M., Salmela, V., Hietajärvi, L., Carlson, S., Vuontela, V., Lonka, K. & Alho, K. (2017). Gaming is related to enhanced working memory performance and task-related cortical activity. Brain Research, 1655, 204 -215.	2017
Salmela-Aro, K., Upadyaya, K., Hakkarainen, K., Lonka, K., & Alho, K. (2017). The dark side of internet use: two longitudinal studies of excessive internet use, depressive symptoms, school burnout and engagement among Finnish early and late adolescents. Journal of Youth and Adolescence, 46, 343 - 357.	2017
Hromalik, C. D., & Koszalka, T. A. (2018). Self-regulation of the use of digital resources in an online language learning course improves learning outcomes. Distance Education, 39, 528 - 547.	2018
Chen, S. W., Yang, C. H., Huang, K. S., & Fu, S. L. (2019). Digital learning energy conservation: A study of impacts on motivation, attention, and learning outcomes. Innovations in Education and Teaching International, 56, 66 - 76.	2019
Hietajärvi, L., Salmela-Aro, K., Tuominen, H., Hakkarainen, K., & Lonka, K. (2019). Beyond screen time: Multidimensionality of socio-digital participation and relations to academic well-being in three educational phases. Computers in Human Behavior, 93, 13 - 24.	2019