

[Zoombinis: The Implementation Research Study of a Computational Thinking Game for Upper Elementary and Middle School Learners \(NSF #1502882\)](#)

Publications and Conference Presentations

Almeda, M., Rowe, E., Asbell-Clarke, J., Baker, R., Scruggs, R., Bardar, E., & Gasca, S. (2019, October). Modeling Implicit Computational Thinking in *Zoombinis* Mudball Wall Gameplay. Paper submitted to the Technology, Mind, and Society Conference, October, Washington D.C.

Rowe, E., Asbell-Clarke, J., & Almeda, M. Scruggs, R., Baker, R.S., Bardar, E. & Gasca, S. (under review) Assessing Implicit Computational Thinking in *Zoombinis* Puzzle Gameplay. Submitted to a special issue of Computers & Human Behavior on Learning Analytics and Assessment.

Rowe, E., Asbell-Clarke, J., Almeda, M., Bardar, E., Baker, R. S., & Scruggs, R. (2019). Advancing Research in Game-Based Learning Assessment: Tools and Methods for Measuring Implicit Learning. In E. Kennedy & J. Qian (Eds.) *Advancing Educational Research with Emerging Technology*. IGI Global.

Rowe, E., Asbell-Clarke, J., & Baker, R. (2019, April). Game-based measures of implicit learning. Structured poster session organized by Y.J. Kim titled Game-Based Assessment: How Has the Field Matured over the Past 10 years? AERA Annual Meeting, Toronto.

Rowe, E., Asbell-Clarke, J., Baker, R., Gasca, S., Bardar, E., & Scruggs, R. (2018, April). Labeling Implicit Computational Thinking in Pizza Pass Gameplay. Late-breaking work presented at the ACM SIGCHI Conference on Human Factors in Computing Systems (CHI 18), Montreal.

<https://doi.org/10.1145/3170427.3188541>

Rowe, E., Asbell-Clarke, J., Baker, R., Gasca, S., Bardar, E., & Scruggs, R. (2017, April). Labeling Implicit Computational Thinking in Pizza Pass Gameplay. Late-breaking work presented at the ACM SIGCHI Conference on Human Factors in Computing Systems (CHI 18), Montreal.

<https://doi.org/10.1145/3170427.3188541>

Rowe, E., Asbell-Clarke, J., Cunningham, K., & Gasca, S. (2017, October). Assessing implicit computational thinking in *Zoombinis* gameplay: Pizza Pass, Fleens, and Bubblewonder Abyss. Work-in-progress presented at the ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play, Amsterdam.

Rowe, E., Asbell-Clarke, J., Gasca, S., & Baker, R. (2017, October). Computational thinking in *Zoombinis* gameplay. Spotlight session at the 8th Digital Media & Learning Conference in Irvine, CA.

Rowe, E., Asbell-Clarke, J., Gasca, S., & Cunningham, K. (2017, August). Assessing implicit computational thinking in *Zoombinis* gameplay. Poster presented at the International Conference on the Foundations of Digital Games in Hyannis, MA.

Rowe, E., Asbell-Clarke, J., Gasca, S., & Baker, R. (2017, April). Computational Thinking in *Zoombinis* Gameplay. Poster presented at the Cyberlearning Conference in Arlington, VA.

Shute, V. J., Sun, C., & Asbell-Clarke, J. (2017). Demystifying computational thinking. *Educational Research Review*, 22, 142-158.