Title	Author1	Author email	Author University	Author country
On Map-Centric Programming Environments	Aref, W. *et al.*	aref@cs.purdue.edu	Purdue University	Indiana
A Game Engine in Pure Python for CS1: De	Aycock, J. *et al.*	aycock@ucalgary.ca	University of Calgary	Canada
Measuring the level of algorithmic skills at th	Biró, P. *et al.*	biro.piroska@inf.unideb.hu	University of Debrecen	Hungary
TEACHSCHEME, REACHJAVA: INTRODUC	Bloch, S.	sbloch@adelphi.edu	Adelphi University	United State
Performance analysis of GAME: A generic a	Blumenstein, M. *et al.*	M.Blumenstein@griffith.edu	Griffith University	Australia
Growing Algorithmic Thinking Through Intera	Combéfis, S. *et al.*	sebastien.combefis@uclouv	Université catholique de Lo	Belgium
	Combéfis, S. *et al.*			
Providing a flexible, learner-centred program	Cornelius, S. & Gordon, C.	s.cornelius@abdn.ac.uk	University of Aberdeen	United Kingdom
Relation between Alice software and progra	Costa, J. & Miranda, G.	joana.martinho.costa@cam	University of Lisbon	Portugal
Problem-Solving in History: Strategy Games	DeVane, B. & Durga, S.	devane@wisc.edu	University of Wisconsin-Mad	United State
Wu's Castle: Teaching Arrays and Loops in	Eagle, M. & Barnes, T.	maikuusa@gmail.com	University of North Carolina	United State
Designing an Effective e-Content Developm	Hamdi, M. & Hamtini, T.	maisoonhamdi@gmail.com	The University of Jordan	Jordan
	Hamdi, M. & Hamtini, T.			
A pilot study of cooperative programming lea	Hwang, W. *et al.*	wang@pu.edu.tw	National Central University	Taiwan
	Hwang, W. *et al.*			
Teaching java programming on smartphone	John, S. & Shanthi, M.	drmaryshanthi@ruraluniv.ac	Deemed University	India
The influence of game-based programming	Kiss, G. & Arki, Z.			
	Kiss, G. & Arki, Z.	kissga@ujs.sk	J. Selye University	Slovakia
Diverse categories of programming learning	Kordaki, M.	m.kordaki@aegean.gr	University of the Aegean	Greece
A Programming Environment for Visual Bloc	Kurihara, A. *et al.*	hosobe@acm.org	Hosei University	Japan
Developing a Novel Pair Programming Sche	Lee, J. *et al.*	nm5993@naver.com	Jeju National University	Korea
	Lee, J. *et al.*			
How Can a Social Debugging Game Effectiv	Lee, M.	mjslee@uw.edu	University of Washington	United State
	Lee, M.			
Personifying Programming Tool Feedback In	**Lee, M. & Ko, A.**	mjslee@uw.edu	University of Washington	United State
	Lee, M. & Ko, A.			
Comparative study of self-test questions and	Matthews, R. *et al.*	reginamary.matthews@nott	The University of Nottingha	Malaysia
Game Based Early Programming Education	Paliokas, I. *et al.*	ipalioka@teithe.gr	Alexander Technological Ec	Greece
Digital Game-Based Learning in high schoo	Papastergiou, M.	mpapas@uth.gr	University of Thessaly	Greece

An Integrated Approach to Teaching Introd	Pullan, W. *et al.*	w.pullan@griffith.edu.au	Griffith University	Australia
Increasing practical lessons and inclusion of	Ramirez, A. & Muñoz, D.	adan.ramirez@itam.mx	Instituto Tecnológico Autón	Mexico
Investigating the role of computer-supported	Su, A. *et al.*	jhyang@csie.ncu.edu.tw	National Central University	Taiwan
LIMO: Learning Programming using Interact	Tahboub, R. *et al*	rtahboub@cs.purdue.edu	Purdue University	Indiana
The Effect of an Example-Based Dynamic P	Tekdal, M.	mtekdal@cu.edu.tr	Çukurova University	Turkey
An Exercise Management System for Teach	Tung, S. *et al*	tungsh@yuntech.edu.tw	National Yunlin University of	Taiwan
	Tung, S. *et al*			
Educational Software Engineering: Where S	Xie, T. *et al*	xie@csc.ncsu.edu	North Carolina State Univer	United State
	Xie, T. *et al*			
Microworlds, Games and Collaboration: thre	Xinogalos, S. *et al*	stelios@uom.edu.gr	University of Macedonia	Greece
	Xinogalos, S. *et al*			
The K-12 learn-to-code movement is leavir	Wyeld, T.	theodor.wyeld@flinders.edu	Flinders University	Australia
Sonification Blocks: A Block-Based Progra	Atherton, J.	lja@ccrma.stanford.edu	Stanford University	United State
Milo: A visual programming environment for	Rao, A.	mailarjunrao@gmail.com	Ramaiah Institute of Techno	India

Organization	Type	Publication	Year	DOI	Country
ACM SIGSPATIAL	Conference Proceedings	Proceedings of The 23rd A(	2015	http://dx.doi.org/10.1145/2	USA
ACM	Conference Proceedings	Proceedings of the 2015 A	2015	http://dx.doi.org/10.1145/2	Canada
ELSEVIER	Journal Article	Procedia Social and Behav	2015	http://dx.doi.org/10.1016/j.s	Humgary
Consortium for Compu	Abstract /Poster session	Journal of Computing Scien	2010	https://dl.acm.org/citation.cf	USA
ELSEVIER	Journal Article	Computers & Education	2008	http://dx.doi.org/10.1016/j.c	Australia
Vilnius University	Conference Proceedings	Olympiads in Informatics	2013		Belgium
ELSEVIER	Journal Article	Internet and Higher Educat	2008	http://dx.doi.org/10.1016/j.il	UK
	Journal Article	British Journal of Education	2016	http://dx.doi.org/10.1111/bj	Portugal
	Conference Proceedings	Proceedings of the 8th Inte	2008	http://citeseerx.ist.psu.edu/	USA
	Conference Proceedings	Proceedings of the 13th annual c		https://dl.acm.org/citation.cf	USA
	Journal Article	International Journal of Em	2016	http://dx.doi.org/10.3991/ije	Jordan
ELSEVIER	Journal Article	Computers & Education	2012	http://dx.doi.org/10.1016/j.c	Taiwan
ELSEVIER	Journal Article	Procedia - Social and Beha	2015	http://dx.doi.org/10.1016/j.s	India
ELSEVIER	Conference Proceedings	Procedia - Social and Beha	2017	http://dx.doi.org/10.1016/j.s	Slovakia
ELSEVIER	Conference Proceedings	Procedia - Social and Beha	2012	http://dx.doi.org/10.1016/j.s	Greece
ELSEVIER	Conference Proceedings	Procedia Computer Science	2015	http://dx.doi.org/10.1016/j.r	Japan
	Journal Article	International Journal of Sof	2016	http://dx.doi.org/10.14257/i	Republic of Korea
ACM Special Interest (	Conference Proceedings	Proceedings of the 2013 A(	2013	http://dx.doi.org/10.1145/2	USA
ACM	Conference Proceedings	Proceedings of the seventh	2011	http://citeseerx.ist.psu.edu/	USA
ELSEVIER	Journal Article	Procedia - Social and Beha	2015	http://dx.doi.org/10.1016/j.s	Malaysia
	Journal Article	Lecture Notes in Computer	2013	http://dx.doi.org/10.1007/9	Greece
ELSEVIER	Journal Article	Computers & Education	2009	http://dx.doi.org/10.1016/j.c	Greece

	Journal Article	e-Learning and e-Technolo	2013	http://dx.doi.org/10.1109/IC	Australia
ELSEVIER	Conference Proceedings	Procedia - Social and Beha	2015	http://dx.doi.org/10.1016/j.s	México
	Journal Article	British Journal of Education	2014	http://dx.doi.org/10.1111/bj	Taiwan
ACM	Conference Proceedings	23rd ACM SIGSPATIAL Int	2015	http://dx.doi.org/10.1145/28	USA
	Journal Article	Educational Technology & S	2013	http://www.jstor.org/stable/je	Turkey
	Journal Article	Journal of Software	2013	http://dx.doi.org/10.4304/js	Taiwan
	Conference Proceedings	Conference: Games and So	2013	http://dx.doi.org/10.1109/G	USA
ACM	Conference Proceedings	Proceedings of the 7th Balk	2015	http://dx.doi.org/10.1145/28	Greece
Springer Nature Singa	Journal Article	Communications in Comput	2018	10.1007/978-981-13-0008-0_16	
Proceedings of the 20	Conference of Proceedings		2017	10.1145/3078072.3091992	
2018 IEEE Symposiur	Conference of Proceedings		2018	10.1109/VLHCC.2018.8506504	

Institution	Method	Educational program	Results
Purdue University	Case study	LIMO	… This paper studies resea
University of Calgary	Case study	Python	... present a game engine v
University of Debrecen	Case study	Spreadsheet	The system which relies hea
Adelphi University	Workshop	Scheme; Java	… summarizes the major pe
Griffith University	Experiment	GAME; Java, C; C++	The results obtained from th
	Experiment	ILPADS	The paper presents the inte
University of Aberdeen	Case study	Learning Objects	The ability of the programm
University of Lisbon	Meta-analisis	ALICE, Java, C; C++	… ... until now there have b
University of Wisconsin	Experiment	Civilization III	… concludes that the probl
University of North Carolina	Case study	Wu's Castle	The results show learning g
The Jubilee Center for Exce	Experiment	Quick Basic	The results showed that the
National Central University	Experiment	WPASC	The results of this study rev
Deemed University	Pilot study	Java	This research paper applied
J. Selye University	Case study	C	The traditional way to teach
University of the Aegean	Experiment	Scracth	This paper presented a set
Hosei University	Proposal	Visual DSL; Processing	… proposed a programming
Jeju National University	Proposal	Entry	… developed a novel pair p
University of Washington	Experiment	Gidget	
University of Washington	Experiment	Gidget	… when given the option to
Multimeida University / The	Experiment	C	The survey results of this st
Alexander Technological E	Case study	Logo	A new solution for applying
University of Thessaly/High	Case study	LearnMem1	… the gaming approach wa

Griffith University	Case study	Java Programming Laborat	… students are motivated b
Instituto Tecnológico Autón	Experiment	N/A	The results obtained from th
National Central University /	Quasi-experiment	Scratch	Students who received ASF
	Proposal	LIMO	… Example programs that i
Çukurova University	Quasi-experiment	EDPVE	The results of the experime
National Yunlin University o	Experiment	PLWeb	… students like PLWeb sinc
North Carolina State Univer	Proposal	Pex4Fun	… … define educational sof
University of Macedonia	Pilot study	ObjectKarel	the different features of
	Case study	2D Online Games Editor	Before and after questionn
	Activity	Sonification Blocks	Sonification Blocks provides
	user study	Milo	Milo succeeds as an effecti

Objective	University Education	Site web	Type language
Improve to learning of programming			Programming language
Improve to learning of programming	Python Software F	https://www.python	Programming language
Assessment the learning effectiveness			Functional language
Evaluate or compare an educational program	Scheme		Functional language
Evaluate or compare an educational program	Generic automated marking environm		Generic automated marking
Improve computacional thinking	Sitio web ILPADS	http://www.csited.t	Interactive learning of progr
Learning of programming through an interactive website			
Implementation of a programme of study for programming course			Programming language
Evaluate or compare an educational program	Carnegie Mellon U	https://www.alice.c	Block Language
Computational thinking across the curriculum			Videogame
Increase student motivation for learning to program	Game Maker	http://www.game2l	Educational game
Apply the cognitive theory for multimedia learning	Microsoft Corporation		Programming language
Improve to learning of programming			
Investigate cooperative programming learning behavior			Web-based programming
Increase student motivation for learning to program			
Improve to learning of programming			
Improve to learning of programming			Programming language
Improve computacional thinking			
Improve to learning of programming	Massachusetts Ins	www.scratch.mit.e	Block Language
Apply a programming environment visual block-based doma	Microsoft Corporat	https://msdn.micro	Notation graphical
Evaluate or compare an educational program		https://playentry.o	Block Language
Improve computacional thinking			
Evaluate or compare an educational program		http://www.helpgid	Game for learning
Improve to learning of programming			
Increase student motivation for learning to program		http://www.helpgid	Game for learning
Improve to learning of programming			
Assessment the learning effectiveness			Programming language
Evaluate or compare an educational program	UCBLogo	http://el.media.mit.	Programming language
Assessment the learning effectiveness			Game

Improve to learning of programming			Integrated learning environ
Computational thinking across the curriculum			
Evaluate or compare an educational program	Massachusetts Ins	www.scratch.mit.e	Block Language
Improve to learning of programming	Purdue University	http://www.purdue	Programming language
Use of dynamic program visualization techniques	Example-Based Dynamic Program Vis		Computer-assisted learning
Improve to learning of programming	Programming Learning Web		Site web
Assessment the learning effectiveness			
Improve to learning of programming	Microsoft Research	https://pexforfun.c	Game for learning
Apply software engineering technologies			
Improve to learning of programming			Educational software
Apply software engineering technologies			
Improve to learning of programming			
Increase student motivation for learning to program		https://ccrma.stanford.edu/~lja/sonification/	
Improve to learning of programming			