Hiroaki Ogata

List of Publications by Year
in descending order

134 papers	1,814 citations

516710

16 h-index	

454955

30 g-index	

137 all docs	137 docs citations

137 times ranked	928 citing authors

#	Article	IF	Citations
1	Development and evaluation of a visualization system to support meaningful e-book learning. Interactive Learning Environments, 2023, 31, 836-853.	6.4	7
2	Research trends in the use of E-books in English as a foreign language (EFL) education from 2011 to 2020: a bibliometric and content analysis. Interactive Learning Environments, 2023, 31, 2411-2427.	6.4	17
3	Analysis of self-directed learning ability, reading outcomes, and personalized planning behavior for self-directed extensive reading. Interactive Learning Environments, 2023, 31, 3613-3632.	6.4	4
4	Visualization of education blockchain data: trends and challenges. Interactive Learning Environments, 2023, 31, 5970-5994.	6.4	11
5	Vocabulary recommendation approach for forced migrants using informal language learning tools. Universal Access in the Information Society, 2022, 21, 983-994.	3.0	3
6	The effectiveness of the virtual patient-based social learning approach in undergraduate nursing education: A quasi-experimental study. Nurse Education Today, 2022, 108, 105164.	3.3	13
7	Fine Grain Synthetic Educational Data: Challenges and Limitations of Collaborative Learning Analytics. IEEE Access, 2022, 10, 26230-26241.	4.2	5
8	Self-directed Extensive Reading Supported with GOAL System: Mining Sequential Patterns of Learning Behavior and Predicting Academic Performance. , 2022, , .		4
9	E-book-based learning activity during COVID-19: engagement behaviors and perceptions of Japanese junior-high school students. Research and Practice in Technology Enhanced Learning, 2022, 17, 12.	3.2	7
10	Educational data mining for discovering hidden browsing patterns using non-negative matrix factorization. Interactive Learning Environments, 2021, 29, 1176-1188.	6.4	7
11	Supporting Peer Evaluation in a Data-Driven Group Learning Environment. Lecture Notes in Computer Science, 2021, , 93-100.	1.3	5
12	Emergency Online Learning in Low-Resource Settings: Effective Student Engagement Strategies. Education Sciences, 2021, 11, 24.	2.6	79
13	Homogeneous Student Engagement: A Strategy for Group Formation During Online Learning. Lecture Notes in Computer Science, 2021, , 85-92.	1.3	3
14	Learning log-based automatic group formation: system design and classroom implementation study. Research and Practice in Technology Enhanced Learning, 2021, 16, .	3.2	8
15	Mining Mathematics Learning Strategies of High and Low Performing Students using Log Data. , 2021, , .		3
16	Towards Explainable Group Formation by Knowledge Map based Genetic Algorithm. , 2021, , .		5
17	Multimodal Technologies in Precision Education: Providing New Opportunities or Adding More Challenges?. Education Sciences, 2021, 11, 338.	2.6	23
18	EFL Vocabulary Learning Using a Learning Analytics-based E-book and Recommender Platform. , 2021, , .		3

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19	Technology Enhanced Jigsaw Activity Design for Active Reading in English. , 2021, , .		5
20	Goal-oriented active learning (GOAL) system to promote reading engagement, self-directed learning behavior, and motivation in extensive reading. Computers and Education, 2021, 171, 104239.	8.3	24
21	An Evaluation of a Meaningful Discovery Learning Support System for Supporting E-book User in Pair Learning. Lecture Notes in Computer Science, 2021, , 107-111.	1.3	1
22	Personal Vocabulary Recommendation to Support Real Life Needs. Lecture Notes in Computer Science, 2021, , 18-23.	1.3	2
23	Blockchain in Education: Connecting Learning Records and Contents through the Blockchain. , 2021, , .		0
24	Do different instructional styles affect students' learning on summer assignments?. , 2020, , .		0
25	Learning Analytics of the Relationships among Learning Behaviors, Learning Performance, and Motivation. , 2020, , .		1
26	Challenges and Future Directions of Big Data and Artificial Intelligence in Education. Frontiers in Psychology, 2020, 11, 580820.	2.1	124
27	Exploring Factors that Influence Collaborative Problem Solving Awareness in Science Education. Technology, Knowledge and Learning, 2020, 25, 337-366.	4.9	19
28	Decentralized E-Learning Marketplace: Managing Authorship and Tracking Access to Learning Materials Using Blockchain. Communications in Computer and Information Science, 2020, , 526-535.	0.5	4
29	Smart dictionary for e-book reading analytics. , 2020, , .		6
30	Adaptive Support for Acquisition of Self-Direction Skills using Learning and Health Data. , 2019, , .		4
31	Language Learning Tool for Refugees: Identifying the Language Learning Needs of Syrian Refugees Through Participatory Design. Languages, 2019, 4, 71.	0.6	16
32	Developing an early-warning system for spotting at-risk students by using eBook interaction logs. Smart Learning Environments, 2019, 6, .	7.6	44
33	E-book user modelling through learning analytics: the case of learner engagement and reading styles. Interactive Learning Environments, 2019, 27, 754-765.	6.4	13
34	Managing lifelong learning records through blockchain. Research and Practice in Technology Enhanced Learning, 2019, 14, .	3.2	90
35	An automatic quiz generation system utilizing digital textbook logs. Interactive Learning Environments, 2019, , 1-14.	6.4	5
36	Supporting Seamless Learning with a Learning Analytics Approach. Lecture Notes in Educational Technology, 2019, , 171-190.	0.8	0

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37	Seamless Collaborative Learning Method to Learn Business Japanese with eBook and Chat System. Lecture Notes in Computer Science, 2019, , 442-458.	1.3	2
38	Connecting decentralized learning records. , 2018, , .		49
39	Online change detection for monitoring individual student behavior via clickstream data on E-book system. , 2018, , .		8
40	A Learning Analytics Platform Approach to Seamless Learning. , 2018, , .		1
41	Maintaining reading experience continuity across e-book revisions. Research and Practice in Technology Enhanced Learning, 2018, 13, 24.	3.2	2
42	Measuring Behaviors and Identifying Indicators of Self-Regulation in Computer-Assisted Language Learning Courses. Research and Practice in Technology Enhanced Learning, 2018, 13, 19.	3.2	21
43	Redesign of a Data Collection in Digital Textbook Systems. , 2018, , .		1
44	Interest-driven creator theory: towards a theory of learning design for Asia in the twenty-first century. Journal of Computers in Education, 2018, 5, 435-461.	8.3	34
45	An SNS-based model for finding collaborative partners. Multimedia Tools and Applications, 2017, 76, 11531-11545.	3.9	1
46	Real-Time Learning Analytics of e-Book Operation Logs for On-site Lecture Support. , 2017, , .		12
47	Revealing Hidden Impression Topics in Students' Journals Based on Nonnegative Matrix Factorization. , 2017, , .		4
48	A meaningful discovery learning environment for e-book learners. , 2017, , .		7
49	Analyzing heterogeneous learning logs using the iterative convergence method. , 2017, , .		1
50	Learning analytics of the relationships among self-regulated learning, learning behaviors, and learning performance. Research and Practice in Technology Enhanced Learning, 2017, 12, 13.	3.2	36
51	A Multi-model SVR Approach to Estimating the CEFR Proficiency Level of Grammar Item Features. , 2017, , .		0
52	Learning Analytics for E-Book-Based Educational Big Data in Higher Education. , 2017, , 327-350.		32
53	Implementing Sustainable Mobile Learning Initiatives for Ubiquitous Learning Log System Called SCROLL. Education in the Asia-Pacific Region, 2017, , 89-114.	0.4	1
54	Bayesian Network for Predicting Students' Final Grade Using e-Book Logs in University Education. , 2016, , .		17

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55	Career Support for International Students in Japan Using Learning Log System with eBook. , 2016, , .		0
56	Ubiquitous learning analytics in the real-world language learning. Smart Learning Environments, 2015, 2, .	7.6	17
57	Acculturation in context: knowledge sharing through ubiquitous technologies. Research and Practice in Technology Enhanced Learning, 2015, 10, 19.	3.2	0
58	Transforming the educational settings: innovative designs and applications of learning technologies and learning environments. Interactive Learning Environments, 2015, 23, 127-129.	6.4	16
59	Ubiquitous learning analytics in the context of real-world language learning. , 2015, , .		11
60	Career Support for International Students in Japan Using Ubiquitous Learning Log System. , 2015, , .		6
61	Enhancing Outside-Class Learning Using Online Tools: A Review Work. , 2014, , .		4
62	The Practice of Showing â€˜Who I amâ€™: A Multimodal Analysis of Encounters between Science Communicator and Visitors at Science Museum. Lecture Notes in Computer Science, 2014, , 650-661.	1.3	0
63	Augmenting learning-experiences in the real world with digital technologies. , 2013, , .		0
64	PACALL. International Journal of Distance Education Technologies, 2013, 11, 14-30.	2.9	4
65	System design to improve running-form with motion-capture. , 2013, , .		2
66	Guidelines on Implementing Successful Seamless Learning Environments: a PractitionersÃ¢?? Perspective. International Journal of Interactive Mobile Technologies, 2013, 7, 44.	1.2	14
67	How We Can Entwine In-class Vocabulary Learning with Out-class One in English Course for Japanese EFL Learners. , 2012, , .		4
68	A new trend of mobile and ubiquitous learning research: towards enhancing ubiquitous learning experiences. International Journal of Mobile Learning and Organisation, 2012, 6, 64.	0.3	16
69	Towards seamless vocabulary learning: how we can entwine in-class and outside-of-class learning. International Journal of Mobile Learning and Organisation, 2012, 6, 138.	0.3	14
70	Using SenseCam for Capturing Ubiquitous Learning Log. , 2012, , .		1
71	Personalization in Context-aware Ubiquitous Learning-Log System. , 2012, , .		21
72	Supporting Language Learning Using SenseCam. , 2012, , .		1

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73	SCROLL: System for Capturing and Reminding of Ubiqitous Learning Log. , 2012, , .		2
74	Learning Log Navigator: Augmented Awareness Past Learning Experiences. , 2012, , .		4
75	PACALL: Supporting Language Learning Using SenseCam. , 2012, , .		1
76	Recommendation of Helpers Based on Personal Connections in Mobile Learning. , 2012, , .		10
77	Incidental Second Language Vocabulary Learning from Reading Novels. International Journal of Mobile and Blended Learning, 2012, 4, 47-61.	0.8	5
78	JAMIOLAS 3.0. Advances in Mobile and Distance Learning Book Series, 2012, , 98-112.	0.5	0
79	Message from the QoSIoT 2011 Workshop Chairs. , 2011, , .		0
80	A FAQ-Based e-Learning Environment to Support Japanese Language Learning. International Journal of Distance Education Technologies, 2011, 9, 45-55.	2.9	2
81	Learning by Logging: Supporting Ubiquitous Learning Using a Lifelogging Tool. , 2011, , .		2
82	Visualizing Knowledge Awareness Support in Ubiquitous Learning. , 2011, , 15-29.		3
83	Designing the Web-Community for Self-managed Training of Runners. Lecture Notes in Computer Science, 2011, , 520-528.	1.3	4
84	Context-Aware Support for Language Learning using Ubiquitous Learning Logs. , 2011, , .		0
85	Context-aware support for self-directed ubiquitous-learning. International Journal of Mobile Learning and Organisation, 2010, 4, 317.	0.3	15
86	Computer supported ubiquitous learning environment for vocabulary learning. International Journal of Learning Technology, 2010, 5, 5.	0.2	59
87	Development of Adaptive Kanji Learning System for Mobile Phone. International Journal of Distance Education Technologies, 2010, 8, 29-41.	2.9	5
88	Development of Web-Based Japanese Mimicry and Onomatopoeia Learning Assistant System with Sensor Network. , 2010, , .		5
89	A Language Exchange SNS in Ubiquitous Environment. , 2010, , .		1
90	LORAMS: Sharing Learning Experiences with Social and Ubiquitous Media. , 2010, , .		1

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91	JAMIOLAS2: supporting Japanese mimetic words and onomatopoeia learning with wireless sensor networks for overseas students. International Journal of Mobile Learning and Organisation, 2010, 4, 333.	0.3	13
92	Task recommendation for Ubiquitous Learning. , 2010, , .		2
93	Supporting the acquisition of Japanese polite expressions in context-aware ubiquitous learning. International Journal of Mobile Learning and Organisation, 2010, 4, 214.	0.3	41
94	An iPhone quiz system for learning foreign languages. , 2010, , .		6
95	Development of Adaptive Vocabulary Learning via Mobile Phone E-mail. , 2010, , .		11
96	Design of a language learning support environment using handwritten annotation. , 2010, , .		1
97	JAMIOLAS 3.0. International Journal of Mobile and Blended Learning, 2010, 2, 40-54.	0.8	7
98	Supporting Q&A in a Web-Based Japanese Language Learning Environment. , 2009, , .		2
99	Design a Context Awareness System for Japanese Language Learning in Ubiquitous Computing Environment. , 2009, , .		2
100	SONKULE: SNS Based Knowledge Awareness in Ubiquitous Environment. , 2009, , .		0
101	A Collaborative Learning Service for SNS in Ubiquitous Computing Environment. , 2009, , .		1
102	LORAMS: linking physical objects and videos for capturing and sharing learning experiences towards ubiquitous learning. International Journal of Mobile Learning and Organisation, 2009, 3, 337.	0.3	38
103	Participatory Simulation for Collaborative Learning Experiences. , 2009, , 197-214.		1
104	Computer Supported Ubiquitous Learning: Augmenting Learning Experiences in the Real World. , 2008, , .		22
105	A Model of Personalized Collaborative Computer Support Ubiquitous Learning Environment. , 2008, , .		11
106	Supporting Task Assignments for Language Learning Outside Classroom with Handhelds. , 2008, , .		2
107	A FRAMEWORK FOR CAPTURING, SHARING AND COMPARING LEARNING EXPERIENCES IN A UBIQUITOUS LEARNING ENVIRONMENT. Research and Practice in Technology Enhanced Learning, 2008, 03, 297-312.	3.2	9
108	LOCH: supporting mobile language learning outside classrooms. International Journal of Mobile Learning and Organisation, 2008, 2, 271.	0.3	53

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109	Support online social interaction with Context-Awareness. International Journal of Continuing Engineering Education and Life-Long Learning, 2007, 17, 160.	0.2	4
110	Participatory simulation framework to support learning computer science. International Journal of Mobile Learning and Organisation, 2007, 1, 288.	0.3	17
111	Do Children Understand Binary Numbers by Electric Card Game?. , 2007, , .		2
112	Supporting awareness in distributed collaborative learning environments. , 2007, , 173-191.		1
113	Learner-Space Knowledge Awareness Map in Computer Supported Ubiquitous Learning. , 2006, , .		12
114	Real World Interaction Oriented Edutainment using Ubiquitous Devices. , 2006, , .		1
115	JAMIOLAS: Supporting Japanese Mimicry and Onomatopoeia Learning with Sensors. , 2006, , .		16
116	Schedulability analysis for fault†tolerant group†based preemptive scheduling. International Journal of Pervasive Computing and Communications, 2005, 1, 199-207.	1.3	4
117	Knowledge awareness for a computer-assisted language learning using handhelds. International Journal of Continuing Engineering Education and Life-Long Learning, 2004, 14, 435.	0.2	35
118	Neclle: Network-based communicative language-learning environment focusing on communicative gaps. Computers and Education, 2001, 37, 225-240.	8.3	9
119	A temporal versioned object-oriented data schema model. Computers and Mathematics With Applications, 2001, 41, 177-192.	2.7	2
120	Computer Supported Social Networking For Augmenting Cooperation. Computer Supported Cooperative Work, 2001, 10, 189-209.	2.9	52
121	Agent-Mediated Language-Learning Environment Based on Communicative Gaps. Lecture Notes in Computer Science, 2000, , 454-463.	1.3	2
122	COLLOCATIONS IN LANGUAGE LEARNING: CORPUS†BASED AUTOMATIC COMPILATION OF COLLOCATIONS AND BILINGUAL COLLOCATION CONCORDANCER. Computer Assisted Language Learning, 1997, 10, 229-238.	7.1	20
123	Sharlok: An open group learning support system focusing on awareness. Systems and Computers in Japan, 1997, 28, 22-32.	0.2	2
124	Voicedic: A Practical Application of Speech Recognition Technology. Advances in Human Factors/Ergonomics, 1995, , 535-540.	0.1	1
125	PeCo-Mediator: Supporting access to unknown partners for cooperation using collective personal connections - Adaptable Menu-based Query Interface -. Advances in Human Factors/Ergonomics, 1995, , 397-402.	0.1	1
126	Computer supported environment for common exploitation of personal information. Computers and Industrial Engineering, 1994, 27, 189-192.	6.3	2

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127	Knowledge awareness map for computer-supported ubiquitous languagelearning. , 0, , .		50
128	Context-aware support for computer-supported ubiquitous learning. , 0, , .		250
129	Ubiquitous-Learning System for the Japanese Polite Expressions. , 0, , .		8
130	Supporting Classroom Activities with the BSUL Environment. , 0, , .		6
131	LOCH: Supporting Informal Language Learning Outside the Classroom with Handhelds. , 0, , .		25
132	A Multi-Model Approach for Supporting the Personalization of Ubiquitous Learning Applications. , 0, , .		8
133	Towards a New Digital Library Infrastructure with RFID for Mobile ELearning. , 0, , .		6
134	A FAQ-Based e-Learning Environment to Support Japanese Language Learning. , 0, , 220-230.		0