Kobi Gal

List of Publications by Year
in descending order

Source: https://exaly.com/author-pdf/1047052/publications.pdf

Version: 2024-02-01

44	763	687363 13	580821 25
papers	citations	h-index	g-index

46	46	46	730
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Economic Games on the Internet: The Effect of $1 Stakes. PLoS ONE, 2012, 7, e31461.	2.5	275
2	EEG-Based Prediction of Cognitive Load in Intelligence Tests. Frontiers in Human Neuroscience, 2019, 13, 191.	2.0	60
3	Humanâ€“agent teamwork in dynamic environments. Computers in Human Behavior, 2012, 28, 23-33.	8.5	43
4	Orchestrating the emergence of conceptual learning: a case study in a geometry class. International Journal of Computer-Supported Collaborative Learning, 2018, 13, 189-211.	3.0	39
5	Training with automated agents improves people's behavior in negotiation and coordination tasks. Decision Support Systems, 2014, 60, 1-9.	5.9	35
6	Strategic advice provision in repeated human-agent interactions. Autonomous Agents and Multi-Agent Systems, 2016, 30, 4-29.	2.1	31
7	Plan recognition in exploratory domains. Artificial Intelligence, 2012, 176, 2270-2290.	5.8	25
8	A difficulty ranking approach to personalization in E-learning. International Journal of Human Computer Studies, 2019, 130, 261-272.	5.6	23
9	A study of computational and human strategies in revelation games. Autonomous Agents and Multi-Agent Systems, 2015, 29, 73-97.	2.1	20
10	Algorithm selection in bilateral negotiation. Autonomous Agents and Multi-Agent Systems, 2016, 30, 697-723.	2.1	18
11	Combining Difficulty Ranking with Multi-Armed Bandits to Sequence Educational Content. Lecture Notes in Computer Science, 2018, , 317-321.	1.3	18
12	Strategic voting in the lab: compromise and leader bias behavior. Autonomous Agents and Multi-Agent Systems, 2020, 34, 1.	2.1	17
13	Making Sense of Studentsâ€™ Actions in an Open-Ended Virtual Laboratory Environment. Journal of Chemical Education, 2015, 92, 610-616.	2.3	14
14	Humanâ€“computer negotiation in a three player market setting. Artificial Intelligence, 2017, 246, 34-52.	5.8	11
15	Goal and Plan Recognition Design for Plan Libraries. ACM Transactions on Intelligent Systems and Technology, 2019, 10, 1-23.	4.5	11
16	Sequential plan recognition: An iterative approach to disambiguating between hypotheses. Artificial Intelligence, 2018, 260, 51-73.	5.8	10
17	Modeling Engagement in Self-Directed Learning Systems Using Principal Component Analysis. IEEE Transactions on Learning Technologies, 2020, 13, 164-171.	3.2	10
18	One Size Does Not Fit All. , 2019, , .		9

#	Article	IF	Citations
19	Plan Recognition for Exploratory Learning Environments Using Interleaved Temporal Search. AI Magazine, 2015, 36, 10-21.	1.6	8
20	Classifying and visualizing students' cognitive engagement in course readings. , 2018, , .		8
21	The more the merrier? Increasing group size may be detrimental to decision-making performance in nominal groups. PLoS ONE, 2018, 13, e0192213.	2.5	8
22	Strategy Generation for Multiunit Real-Time Games via Voting. IEEE Transactions on Games, 2019, 11, 426-435.	1.4	8
23	The Fourth Automated Negotiation Competition. Studies in Computational Intelligence, 2015, , 129-136.	0.9	8
24	#Confused and beyond. , 2020, , .		8
25	Best Practices for Transparency in Machine Generated Personalization. , 2020, , .		7
26	Inferring Creativity in Visual Programming Environments. , 2020, , .		6
27	Development of a Low-Cost, Noninvasive, Portable Visual Speech Recognition Program. Annals of Otology, Rhinology and Laryngology, 2016, 125, 752-757.	1.1	4
28	New Goal Recognition Algorithms Using Attack Graphs. Lecture Notes in Computer Science, 2019, , 260-278.	1.3	3
29	One size does not fit all: A study of badge behavior in stack overflow. Journal of the Association for Information Science and Technology, 2021, 72, 331-345.	2.9	3
30	New Methods for Confusion Detection in Course Forums: Student, Teacher, and Machine. IEEE Transactions on Learning Technologies, 2021, 14, 665-679.	3.2	3
31	Automatic Creativity Measurement in Scratch Programs Across Modalities. IEEE Transactions on Learning Technologies, 2021, 14, 740-753.	3.2	3
32	Multi-Agent Systems: Technical & Ethical Challenges of Functioning in a Mixed Group. Daedalus, 2022, 151, 114-126.	1.8	3
33	Decision-making and opinion formation in simple networks. Knowledge and Information Systems, 2017, 51, 691-718.	3.2	2
34	Can an Algorithm Prepare Students for Tasks without Knowing What the Tasks Are?. , 2019, , .		2
35	Which is the fairest (rent division) of them all?. Communications of the ACM, 2018, 61, 93-100.	4.5	2
36	How to Form Winning Coalitions in Mixed Human-Computer Settings. , 2017, , .		2

#	Article	IF	Citations
37	Efficiently gathering information in costly domains. Decision Support Systems, 2013, 55, 326-335.	5.9	1
38	Visualizing expert solutions in exploratory learning environments using plan recognition. , 2014, , .		1
39	Personalizing mathematical content in educational applets repository: human teacher versus machine-based considerations. Educational Technology Research and Development, 2021, 69, 1505-1528.	2.8	1
40	Supervisor-Worker Problems with an Application in Education. Sensors, 2021, 21, 1965.	3.8	0
41	Seeding Course Forums using the Teacher-in-the-Loop. , 2021, , .		0
42	The Phantom Steering Effect in Q&A Websites. , 2020, , .		0
43	Comparing Plan Recognition Algorithms Through Standard Plan Libraries. Frontiers in Artificial Intelligence, 2021, 4, 732177.	3.4	0
44	The phantom steering effect in Q&A websites. Knowledge and Information Systems, 2022, 64, 475.	3.2	0