Sidney D'mello

List of Publications by Year
in descending order

Source: https://exaly.com/author-pdf/10666519/publications.pdf

Version: 2024-02-01

32 papers	3,671 citations	361413 20 h-index	642732 23 g-index
32 all docs	32 docs citations	32 times ranked	2755 citing authors

#	Article	IF	Citations
1	Affect Detection: An Interdisciplinary Review of Models, Methods, and Their Applications. IEEE Transactions on Affective Computing, 2010, 1, 18-37.	8.3	1,207
2	Toward an Affect-Sensitive AutoTutor. IEEE Intelligent Systems, 2007, 22, 53-61.	4.0	274
3	Gaze tutor: A gaze-reactive intelligent tutoring system. International Journal of Human Computer Studies, 2012, 70, 377-398.	5.6	243
4	A selective meta-analysis on the relative incidence of discrete affective states during learning with technology.. Journal of Educational Psychology, 2013, 105, 1082-1099.	2.9	224
5	Mind wandering while reading easy and difficult texts. Psychonomic Bulletin and Review, 2013, 20, 586-592.	2.8	189
6	AutoTutor and affective autotutor. ACM Transactions on Interactive Intelligent Systems, 2012, 2, 1-39.	3.7	186
7	Advanced, Analytic, Automated (AAA) Measurement of Engagement During Learning. Educational Psychologist, 2017, 52, 104-123.	9.0	151
8	The half-life of cognitive-affective states during complex learning. Cognition and Emotion, 2011, 25, 1299-1308.	2.0	138
9	Emote aloud during learning with AutoTutor: Applying the Facial Action Coding System to cognitiveâ€“affective states during learning. Cognition and Emotion, 2008, 22, 777-788.	2.0	125
10	AUTOMATIC DETECTION OF LEARNER'S AFFECT FROM GROSS BODY LANGUAGE. Applied Artificial Intelligence, 2009, 23, 123-150.	3.2	119
11	Automatic Detection of Learning-Centered Affective States in the Wild. , 2015, , .		102
12	Confusion and complex learning during interactions with computer learning environments. Internet and Higher Education, 2012, 15, 184-194.	6.5	98
13	Modeling how incoming knowledge, persistence, affective states, and in-game progress influence student learning from an educational game. Computers and Education, 2015, 86, 224-235.	8.3	79
14	Confusion and its dynamics during device comprehension with breakdown scenarios. Acta Psychologica, 2014, 151, 106-116.	1.5	70
15	Instructor presence effect: Liking does not always lead to learning. Computers and Education, 2018, 122, 205-220.	8.3	65
16	"Out of the Fr-Eye-ing Pan". , 2017, , .		44
17	Influencing the occurrence of mind wandering while reading. Consciousness and Cognition, 2015, 34, 52-62.	1.5	40
18	Disequilibrium in the mind, disharmony in the body. Cognition and Emotion, 2012, 26, 362-374.	2.0	37

#	Article	IF	Citations
19	Toward Spoken Human-Computer Tutorial Dialogues. Human-Computer Interaction, 2010, 25, 289-323.	4.4	35
20	Frontiers of Affect-Aware Learning Technologies. IEEE Intelligent Systems, 2012, 27, 86-89.	4.0	34
21	On the influence of re-reading on mind wandering. Quarterly Journal of Experimental Psychology, 2016, 69, 2338-2357.	1.1	34
22	Automatic Detection of Mind Wandering During Reading Using Gaze and Physiology. , 2015, , .		28
23	The effect of disfluency on mind wandering during text comprehension. Psychonomic Bulletin and Review, 2017, 24, 914-919.	2.8	25
24	Momentâ€Toâ€Moment Emotions During Reading. Reading Teacher, 2012, 66, 238-242.	0.9	24
25	Accuracy vs. Availability Heuristic in Multimodal Affect Detection in the Wild. , 2015, , .		24
26	Investigating boredom and engagement during writing using multiple sources of information. , 2016, , .		23
27	Modeling Team-level Multimodal Dynamics during Multiparty Collaboration. , 2019, , .		21
28	The Impact of Modality on Mind Wandering during Comprehension. Applied Cognitive Psychology, 2016, 30, 29-40.	1.6	14
29	A novel video recommendation system for algebra: An effectiveness evaluation study. , 2022, , .		7
30	ETGraph: A graph-based approach for visual analytics of eye-tracking data. Computers and Graphics, 2017, 62, 1-14.	2.5	6
31	Cyberpsychology and Affective Computing. , 2015, , .		5
32	Enhancing Informal Learning Experiences with Affect-Aware Technologies. , 2015, , .		0