

Sidney D'mello

List of Publications by Year in descending order

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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	A novel video recommendation system for algebra: An effectiveness evaluation study. , 2022, , .		7
2	Modeling Team-level Multimodal Dynamics during Multiparty Collaboration. , 2019, , .		21
3	Instructor presence effect: Liking does not always lead to learning. Computers and Education, 2018, 122, 205-220.	8.3	65
4	Advanced, Analytic, Automated (AAA) Measurement of Engagement During Learning. Educational Psychologist, 2017, 52, 104-123.	9.0	151
5	ETGraph: A graph-based approach for visual analytics of eye-tracking data. Computers and Graphics, 2017, 62, 1-14.	2.5	6
6	"Out of the Fr-Eye-ing Pan". , 2017, , .		44
7	The effect of disfluency on mind wandering during text comprehension. Psychonomic Bulletin and Review, 2017, 24, 914-919.	2.8	25
8	On the influence of re-reading on mind wandering. Quarterly Journal of Experimental Psychology, 2016, 69, 2338-2357.	1.1	34
9	Investigating boredom and engagement during writing using multiple sources of information. , 2016, , .		23
10	The Impact of Modality on Mind Wandering during Comprehension. Applied Cognitive Psychology, 2016, 30, 29-40.	1.6	14
11	Accuracy vs. Availability Heuristic in Multimodal Affect Detection in the Wild. , 2015, , .		24
12	Cyberpsychology and Affective Computing. , 2015, , .		5
13	Enhancing Informal Learning Experiences with Affect-Aware Technologies. , 2015, , .		0
14	Automatic Detection of Mind Wandering During Reading Using Gaze and Physiology. , 2015, , .		28
15	Influencing the occurrence of mind wandering while reading. Consciousness and Cognition, 2015, 34, 52-62.	1.5	40
16	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
17	Automatic Detection of Learning-Centered Affective States in the Wild. , 2015, , .		102
18	Confusion and its dynamics during device comprehension with breakdown scenarios. Acta Psychologica, 2014, 151, 106-116.	1.5	70

#	ARTICLE	IF	CITATIONS
19	Mind wandering while reading easy and difficult texts. <i>Psychonomic Bulletin and Review</i> , 2013, 20, 586-592.	2.8	189
20	A selective meta-analysis on the relative incidence of discrete affective states during learning with technology.. <i>Journal of Educational Psychology</i> , 2013, 105, 1082-1099.	2.9	224
21	AutoTutor and affective autotutor. <i>ACM Transactions on Interactive Intelligent Systems</i> , 2012, 2, 1-39.	3.7	186
22	Momentâ€”toâ€”Moment Emotions During Reading. <i>Reading Teacher</i> , 2012, 66, 238-242.	0.9	24
23	Disequilibrium in the mind, disharmony in the body. <i>Cognition and Emotion</i> , 2012, 26, 362-374.	2.0	37
24	Frontiers of Affect-Aware Learning Technologies. <i>IEEE Intelligent Systems</i> , 2012, 27, 86-89.	4.0	34
25	Confusion and complex learning during interactions with computer learning environments. <i>Internet and Higher Education</i> , 2012, 15, 184-194.	6.5	98
26	Gaze tutor: A gaze-reactive intelligent tutoring system. <i>International Journal of Human Computer Studies</i> , 2012, 70, 377-398.	5.6	243
27	The half-life of cognitive-affective states during complex learning. <i>Cognition and Emotion</i> , 2011, 25, 1299-1308.	2.0	138
28	Affect Detection: An Interdisciplinary Review of Models, Methods, and Their Applications. <i>IEEE Transactions on Affective Computing</i> , 2010, 1, 18-37.	8.3	1,207
29	Toward Spoken Human-Computer Tutorial Dialogues. <i>Human-Computer Interaction</i> , 2010, 25, 289-323.	4.4	35
30	AUTOMATIC DETECTION OF LEARNER'S AFFECT FROM GROSS BODY LANGUAGE. <i>Applied Artificial Intelligence</i> , 2009, 23, 123-150.	3.2	119
31	Emote aloud during learning with AutoTutor: Applying the Facial Action Coding System to cognitiveâ€”affective states during learning. <i>Cognition and Emotion</i> , 2008, 22, 777-788.	2.0	125
32	Toward an Affect-Sensitive AutoTutor. <i>IEEE Intelligent Systems</i> , 2007, 22, 53-61.	4.0	274