Yannis A Dimitriadis

List of Publications by Year
in descending order

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155 papers	3,116 citations	218592 26 h-index	223716 46 g-index
167 all docs	167 docs citations	167 times ranked	2022 citing authors

#	Article	IF	Citations
1	Combining qualitative evaluation and social network analysis for the study of classroom social interactions. Computers and Education, 2003, 41, 353-368.	5.1	274
2	Ink, Improvisation, and Interactive Engagement: Learning with Tablets. Computer, 2007, 40, 42-48.	1.2	210
3	Scripting and monitoring meet each other: Aligning learning analytics and learning design to support teachers in orchestrating <scp>CSCL</scp> situations. British Journal of Educational Technology, 2015, 46, 330-343.	3.9	100
4	Classroom orchestration: Synthesis. Computers and Education, 2013, 69, 523-526.	5.1	93
5	In medias res: reframing design for learning. Research in Learning Technology, 0, 21, .	2.3	83
6	Supporting Teacher Orchestration in Ubiquitous Learning Environments: A Study in Primary Education. IEEE Transactions on Learning Technologies, 2015, 8, 83-97.	2.2	76
7	Anomaly Detection in Network Traffic Based on Statistical Inference and alpha-Stable Modeling. IEEE Transactions on Dependable and Secure Computing, 2011, 8, 494-509.	3.7	73
8	Grid Characteristics and Uses: A Grid Definition. Lecture Notes in Computer Science, 2004, , 291-298.	1.0	69
9	Studying participation networks in collaboration using mixed methods. International Journal of Computer-Supported Collaborative Learning, 2006, 1, 383-408.	1.9	67
10	Multiple Case Studies to Enhance Project-Based Learning in a Computer Architecture Course. IEEE Transactions on Education, 2005, 48, 482-489.	2.0	64
11	Gridcole: A tailorable grid service based system that supports scripted collaborative learning. Computers and Education, 2008, 51, 155-172.	5.1	61
12	DESPRO: A method based on roles to provide collaboration analysis support adapted to the participants in CSCL situations. Computers and Education, 2015, 82, 335-353.	5.1	61
13	Automatization of a penicillin production process with soft sensors and an adaptive controller based on neuro fuzzy systems. Control Engineering Practice, 2004, 12, 1073-1090.	3.2	60
14	Capturing and analyzing verbal and physical collaborative learning interactions at an enriched interactive tabletop. International Journal of Computer-Supported Collaborative Learning, 2013, 8, 455-485.	1.9	56
15	Î¼ARTMAP: use of mutual information for category reduction in Fuzzy ARTMAP. IEEE Transactions on Neural Networks, 2002, 13, 58-69.	4.8	54
16	Orchestrating learning analytics (OrLA): Supporting inter-stakeholder communication about adoption of learning analytics at the classroom level. Australasian Journal of Educational Technology, 2019, 35, .	2.0	54
17	Learning from noisy information in FasArt and FasBack neuro-fuzzy systems. Neural Networks, 2001, 14, 407-425.	3.3	53
18	Web Collage: An implementation of support for assessment design in CSCL macro-scripts. Computers and Education, 2013, 67, 79-97.	5.1	49

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19	Towards teaching as design: Exploring the interplay between full-lifecycle learning design tooling and Teacher Professional Development. Computers and Education, 2017, 114, 92-116.	5.1	44
20	To reward and beyond: Analyzing the effect of reward-based strategies in a MOOC. Computers and Education, 2019, 142, 103639.	5.1	42
21	Towards an art based mathematical editor, that uses on-line handwritten symbol recognition. Pattern Recognition, 1995, 28, 807-822.	5.1	40
22	Eliciting design patterns for e-learning systems. Computer Science Education, 2006, 16, 105-118.	2.7	39
23	Recurrent routines: Analyzing and supporting orchestration in technology-enhanced primary classrooms. Computers and Education, 2011, 57, 1214-1227.	5.1	35
24	Orchestrating a multi-tabletop classroom. , 2012, , .		33
25	Supporting collaborative design activity in a multi-user digital design ecology. Computers in Human Behavior, 2017, 71, 327-342.	5.1	33
26	The teacher in the loop. , 2018, , .		33
27	Exploring teachersâ€™ needs and the existing barriers to the adoption of Learning Design methods and tools: A literature survey. British Journal of Educational Technology, 2018, 49, 998-1013.	3.9	33
28	Computer-Supported Collaboration Scripts. , 2009, , 155-173.		33
29	IMS learning design support for the formalization of collaborative learning patterns. , 0, , .		30
30	Creating collaborative groups in a MOOC: a homogeneous engagement grouping approach. Behaviour and Information Technology, 2019, 38, 1107-1121.	2.5	30
31	Affordances and Core Functions of Smart Learning Environments: A Systematic Literature Review. IEEE Transactions on Learning Technologies, 2021, 14, 129-145.	2.2	30
32	Study of distributed learning as a solution to category proliferation in Fuzzy ARTMAP based neural systems. Neural Networks, 2003, 16, 1039-1057.	3.3	28
33	Collaborative peer feedback and learning analytics: theory-oriented design for supporting class-wide interventions. Assessment and Evaluation in Higher Education, 2021, 46, 169-190.	3.9	28
34	Mobile and Accessible Learning for MOOCs. Journal of Interactive Media in Education, 2015, 2015, .	1.1	28
35	Semantic search of tools for collaborative learning with the Ontoolsearch system. Computers and Education, 2010, 54, 835-848.	5.1	26
36	A collaborative learning approach to dialogic peer feedback: a theoretical framework. Assessment and Evaluation in Higher Education, 2021, 46, 586-600.	3.9	26

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37	Learning design Rashomon I - supporting the design of one lesson through different approaches. Research in Learning Technology, 0, 21, .	2.3	26
38	Incorporating assessment in a pattern-based design process for CSCL scripts. Computers in Human Behavior, 2009, 25, 1028-1039.	5.1	25
39	Experimental study of a novel neuro-fuzzy system for on-line handwritten UNIPEN digit recognition. Pattern Recognition Letters, 1998, 19, 357-364.	2.6	24
40	The role of design and enactment patterns in orchestration: Helping to integrate technology in blended classroom ecosystems. Computers and Education, 2013, 69, 496-499.	5.1	24
41	Exploring teachers' perceptions on different CSCL script editing tools. Computers and Education, 2014, 78, 383-396.	5.1	24
42	Learning design Rashomon II: exploring one lesson through multiple tools. Research in Learning Technology, 0, 21, .	2.3	24
43	Supporting orchestration of CSCL scenarios in web-based Distributed Learning Environments. Computers and Education, 2014, 73, 9-25.	5.1	23
44	A semantic approach to discovering learning services in grid-based collaborative systems. Future Generation Computer Systems, 2006, 22, 709-719.	4.9	22
45	Free- and Open-Source Software for a Course on Network Management: Authoring and Enactment of Scripts Based on Collaborative Learning Strategies. IEEE Transactions on Education, 2007, 50, 292-301.	2.0	22
46	Deploying learning designs across physical and web spaces: Making pervasive learning affordable for teachers. Pervasive and Mobile Computing, 2014, 14, 31-46.	2.1	22
47	Aligning learning design and learning analytics through instructor involvement: a MOOC case study. Interactive Learning Environments, 2019, 27, 685-698.	4.4	22
48	Human-Centered Design Principles for Actionable Learning Analytics. , 2021, , 277-296.		22
49	From theory to action. , 2020, , .		22
50	Forward-oriented design for learning: illustrating the approach. Research in Learning Technology, 0, 21, .	2.3	22
51	Collaborative learning patterns: assisting the development of component-based CSCL applications. , 2004, , .		20
52	A multicase study for the evaluation of a pattern-based visual design process for collaborative learning. Journal of Visual Languages and Computing, 2010, 21, 313-331.	1.8	20
53	Enabling Teachers to Deploy CSCL Designs across Distributed Learning Environments. IEEE Transactions on Learning Technologies, 2013, 6, 324-336.	2.2	19
54	Structured document labeling and rule extraction using a new recurrent fuzzy-neural system. , 1999, , .		18

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55	An Interaction-Aware Design Process for the Integration of Interaction Analysis into Mainstream CSCL Practices. , 2011, , 269-291.		18
56	Using e-learning design patterns to augment learnersâ€™ experiences. Computers in Human Behavior, 2009, 25, 997-998.	5.1	16
57	Orchestration in learning technology research: evaluation of a conceptual framework. Research in Learning Technology, 0, 23, .	2.3	16
58	A Tailorable Collaborative Learning System That Combines OGSA Grid Services and IMS-LD Scripting. Lecture Notes in Computer Science, 2004, , 305-321.	1.0	15
59	Supporting Members of a Learning Community Using Interaction Analysis Tools: The Example of the Kaleidoscope NoE Scientific Network. , 2008, , .		14
60	Conversational Agents as Group-Teacher Interaction Mediators in MOOCs. , 2018, , .		14
61	Supporting and representing Learning Design with digital tools: in between guidance and flexibility. Technology, Pedagogy and Education, 2020, 29, 109-128.	3.3	13
62	Collaborative Learning Strategies and Scenario-based Activities for Understanding Network Protocols. , 2006, , .		12
63	Integrating orchestration of ubiquitous and pervasive learning environments. , 2013, , .		12
64	Automatic Group Formation in a MOOC Based on Studentsâ€™ Activity Criteria. Lecture Notes in Computer Science, 2017, , 179-193.	1.0	12
65	The Role of CSCL Pedagogical Patterns as Mediating Artefacts for Repurposing Open Educational Resources. , 2011, , 206-223.		12
66	Automatic extraction of human-recognizable shape and execution prototypes of handwritten characters. Pattern Recognition, 2003, 36, 1605-1617.	5.1	11
67	Supporting the reuse of effective CSCL learning designs through social structure representations. Distance Education, 2009, 30, 239-258.	2.5	11
68	Towards a script-aware monitoring process of computer-supported collaborative learning scenarios. International Journal of Technology Enhanced Learning, 2013, 5, 151.	0.4	11
69	Towards Integrating Conversational Agents and Learning Analytics in MOOCs. Lecture Notes on Data Engineering and Communications Technologies, 2018, , 1061-1072.	0.5	10
70	Interaction Analysis for the Detection and Support of Participatory Roles in CSCL. Lecture Notes in Computer Science, 2006, , 155-162.	1.0	10
71	Supporting Teachers in Orchestrating CSCL Classrooms. , 2012, , 71-82.		10
72	â€œExploring Studentsâ€™ Engagement Within a Collaborative Inquiry-Based Language Learning Activity in a Blended Environmentâ€• Bridging Human and Machine: Future Education With Intelligence, 2020, , 355-375.	1.1	10

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73	A framework for the development of educacional-collaborative applications based on social constructivism [educacional read educational]. , 0, , .		9
74	From socially-mediated to technology-mediated coordination. Computer-supported Collaborative Learning, 2007, , .	0.0	9
75	On-Line Character Analysis and Recognition With Fuzzy Neural Networks. Intelligent Automation and Soft Computing, 2001, 7, 163-175.	1.6	8
76	SmartLET. , 2018, , .		8
77	Exploring the Problems Experienced by Learners in a MOOC Implementing Active Learning Pedagogies. Lecture Notes in Computer Science, 2019, , 81-90.	1.0	8
78	Teaching Assistants in MOOCs Forums: Omnipresent Interlocutors or Knowledge Facilitators. Lecture Notes in Computer Science, 2019, , 236-250.	1.0	8
79	Interaction Analysis for Formative Evaluation in CSCL. , 2003, , 227-238.		8
80	Teaching assistants' interventions in online courses. , 2018, , .		7
81	A Decoupled Architecture for Action-Oriented Coordination and Awareness Management in CSCL/W Frameworks. Lecture Notes in Computer Science, 2004, , 246-261.	1.0	7
82	Towards embedding assessment in CSCL scripts through selection and assembly of learning and assessment patterns. , 2009, , .		7
83	The cohesion of small groups in technology-mediated learning environments: A systematic literature review. Educational Research Review, 2022, 35, 100427.	4.1	7
84	Cooperative learning in computer architecture: an educational project and its network support. , 0, , .		6
85	Neuro-fuzzy ART-based document management system: application to mail distribution and digital libraries. Engineering Applications of Artificial Intelligence, 2002, 15, 17-29.	4.3	6
86	Data Flow between Tools: Towards a Composition-Based Solution for Learning Design. , 2007, , .		6
87	InstanceCollage: A Graphical Tool for the Particularization of Role/Group Structures in Pattern-Based IMS-LD Collaborative Scripts. , 2008, , .		6
88	Applying Recommendations to Align Competences, Methodology, and Assessment in Telematics, Computing, and Electronic Engineering Courses. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2013, 8, 15-22.	0.7	6
89	From idea to VLE in half a day. , 2014, , .		6
90	Towards a Monitoring-Aware Design Process for CSCL Scripts. Lecture Notes in Computer Science, 2012, , 223-236.	1.0	6

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91	Semantic search of learning services in a grid-based collaborative system. , 2005, , .		5
92	TaggingCreaditor: A tool to create and share content for location-based games for learning. , 2014, , .		5
93	Generating actionable predictions regarding MOOC learnersâ€™ engagement in peer reviews. Behaviour and Information Technology, 2020, 39, 1356-1373.	2.5	5
94	Supporting contextualized learning with linked open data. Web Semantics, 2021, 70, 100657.	2.2	5
95	ADA for IBL: Lessons Learned in Aligning Learning Design and Analytics for Inquiry-Based Learning Orchestration. Journal of Learning Analytics, 2021, 8, 22-50.	1.8	5
96	Evaluation of a Massive Online Course Forum: Design Issues and Their Impact on Learnersâ€™ Support. Lecture Notes in Computer Science, 2019, , 197-206.	1.0	5
97	From Low-Scale to Collaborative, Gamified and Massive-Scale Courses: Redesigning a MOOC. Lecture Notes in Computer Science, 2017, , 77-87.	1.0	5
98	Diagrams of learning flow patterns' solutions as visual representations of refinable IMS Learning Design templates. , 2008, , 394-412.		5
99	Achievements and challenges in learning analytics in Spain: The view of SNOLA. RIED: Revista Iberoamericana De EducaciÃ³n A Distancia, 2020, 23, 187.	0.8	5
100	A new neuro-fuzzy system for logical labeling of documents. , 1996, , .		4
101	A Grid Service-Based Collaborative Network Simulation Environment for Computer Networks Education. , 2007, , .		4
102	Collaborative Learning Models on Distance Scenarios with Learning Design: A Case Study. , 2008, , .		4
103	Opportunities and Challenges for Adaptive Collaborative Support in Distributed Learning Environments: Evaluating the GLUE! Suite of Tools. , 2012, , .		4
104	Lost in Translation from Abstract Learning Design to ICT Implementation: A Study Using Moodle for CSCL. Lecture Notes in Computer Science, 2012, , 264-277.	1.0	4
105	The synthesis approach to analysing educational design dataset: Application of three scaffolds to a learning by design task for postgraduate education students. British Journal of Educational Technology, 2015, 46, 1020-1027.	3.9	4
106	Comparative Study of Two Different Mooc Forums Posts Classifiers: Analysis and Generalizability Issues. , 2019, , .		4
107	Classifying MOOC forum posts using corpora semantic similarities: a study on transferability across different courses. Neural Computing and Applications, 2023, 35, 161-175.	3.2	4
108	The added value of implementing the Planet Game scenario with Collage and Gridcole. Journal of Interactive Media in Education, 2008, 2008, 20.	1.1	4

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109	Monitoring Pattern-Based CSCL Scripts: A Case Study. Lecture Notes in Computer Science, 2011, , 313-326.	1.0	4
110	What Agile Processes Should We Use in Software Engineering Course Projects?. , 2020, , .		4
111	On-line handwritten symbol recognition, using an ART based neural network hierarchy. , 0, , .		3
112	Educational Patterns as a Guide to Create Units of Learning and Assessment. , 2008, , .		3
113	Learning Buckets: Helping Teachers Introduce Flexibility in the Management of Learning Artifacts Across Spaces. IEEE Transactions on Learning Technologies, 2018, 11, 203-215.	2.2	3
114	Scalable Team-Based Software Engineering Education via Automated Systems. , 2018, , .		3
115	Monitoring Collaborative Learning Activities: Exploring the Differential Value of Collaborative Flow Patterns for Learning Analytics. , 2018, , .		3
116	The Potential of Open Data to Automatically Create Learning Resources for Smart Learning Environments. Proceedings (mdpi), 2019, 31, 61.	0.2	3
117	Exploring Teachersâ€™ Needs for Guidance While Designing for Technology-Enhanced Learning with Digital Tools. Lecture Notes in Computer Science, 2021, , 358-362.	1.0	3
118	Classification of Discussions in MOOC Forums: An Incremental Modeling Approach. , 2021, , .		3
119	Synergy: A Web-Based Tool to Facilitate Dialogic Peer Feedback. Lecture Notes in Computer Science, 2019, , 709-713.	1.0	3
120	Implementing Computer-Interpretable CSCL Scripts with Embedded Assessment. , 2011, , 261-277.		3
121	LeadFlow4LD: Learning and Data Flow Composition-Based Solution for Learning Design in CSCL. Lecture Notes in Computer Science, 2008, , 266-280.	1.0	3
122	Competitive challenge on adapting activities modeled by CSCL scripts. , 2009, , .		3
123	GLUEPS-AR: A System for the Orchestration of Learning Situations across Spaces Using Augmented Reality. Lecture Notes in Computer Science, 2013, , 565-568.	1.0	3
124	Tools and Resources for Setting Up Collaborative Spaces. , 2021, , 445-460.		3
125	A New Formative Pedagogical Model Emerged From The Experience Applicable To Engineering Courses Based On CSCL. , 2006, , .		2
126	Interaction-Aware Design for Learning Applications Reflections from the CSCL Field. , 2008, , .		2

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127	Exploiting the Web of Data to bridge formal and informal learning experiences. , 2019, , .		2
128	Ontoolcole: An Ontology for the Semantic Search of CSCL Services. Lecture Notes in Computer Science, 2006, , 310-325.	1.0	2
129	An adaptive resonance theory architecture for the automatic recognition of on-line handwritten symbols of a mathematical editor. , 1991, , 216-226.		1
130	Component Based Integration of Presentation, Data Access and Application Logic. , 2006, , .		1
131	A High-Level Reference Model for Reusable Object-Level Coordination Support in Groupware Applications. , 2007, , .		1
132	A Generic Specification of the Data-Flow Issue in the Learning Design Field. , 2009, , .		1
133	Study of the Dataflow Problem in Complex Adaptive Collaboration Learning Scripts. , 2010, , .		1
134	Scripted Collaborative Learning Based on Collaborative Learning Flow Patterns: A Case Study Using COLLAGE Editor. , 2010, , .		1
135	Using Objective Metrics to Measure the Effort Overload in CSCL Design Processes That Support Artifact Flow. , 2014, , .		1
136	Influential factors for managing virtual groups in massive and variable scale courses. , 2016, , .		1
137	Informing the Design of Collaborative Activities in MOOCs using Actionable Predictions. , 2019, , .		1
138	Grid Computing and Component-Based Software Engineering in Computer Supported Collaborative Learning. Lecture Notes in Computer Science, 2004, , 495-498.	1.0	1
139	Reuse of Data Flow Designs in Complex and Adaptive CSCL Scripts: A Case Study. Studies in Computational Intelligence, 2012, , 3-27.	0.7	1
140	Reusability of Data Flow Designs in Complex CSCL Scripts: Evaluation Results from a Case Study. Lecture Notes in Computer Science, 2012, , 33-40.	1.0	1
141	Estimating the Gap between Informal Descriptions and Formal Models of Artifact Flows in CSCL. Lecture Notes in Computer Science, 2014, , 554-555.	1.0	1
142	Bucket-Server: A System for Including Teacher-Controlled Flexibility in the Management of Learning Artifacts in Across-Spaces Learning Situations. Lecture Notes in Computer Science, 2015, , 518-521.	1.0	1
143	â€œError 404- Struggling Learners Not Foundâ€•Exploring the Behavior of MOOC Learners. Lecture Notes in Computer Science, 2019, , 636-639.	1.0	1
144	Design of Conversational Agents for CSCL: Comparing Two Types of Agent Intervention Strategies in a University Classroom. Lecture Notes in Computer Science, 2020, , 215-229.	1.0	1

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145	Linking CSCL Script Design Patterns. , 0, , 72-85.		1
146	Assessing Learner Facilitation in MOOC Forums: A Mixed-Methods Evaluation Study. IEEE Transactions on Learning Technologies, 2022, 15, 265-278.	2.2	1
147	Teachers' perceptions of learning design recommendations. , 2021, , .		1
148	Prototype-Based Handwriting Recognition Using Shape and Execution Prototypes. , 2005, , 67-88.		0
149	Social Structures Representations as Aid for Effective Creation and Reuse of CSCL Scripts According to a Problem-Solving Approach to ID. , 2008, , .		0
150	Welcome Message from TeSC 2014 Workshop Chairs. , 2014, , .		0
151	Implementing Imagination-Based Pedagogies in a Web-Based Computer Supported Collaborative Language Learning Writing Activity: Orchestration Issues. , 2018, , .		0
152	Supporting Group Formation in Ongoing MOOCs Using Actionable Predictive Models. , 2018, , .		0
153	Exploring the "distance" between MOOC forums: A comparative study on discussion topics. , 2021, , .		0
154	TME5/354: A Videoconference System for Telepathology. Journal of Medical Internet Research, 0, 1, e112.	2.1	0
155	Measuring the Effort Demanded by CSCL Design Processes Supporting a Consistent Artifact Flow. Lecture Notes in Computer Science, 2015, , 45-62.	1.0	0