

Monica Divitini

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/10948163/publications.pdf>

Version: 2024-02-01

18
papers

275
citations

1307594

7
h-index

1199594

12
g-index

20
all docs

20
docs citations

20
times ranked

212
citing authors

#	ARTICLE	IF	CITATIONS
1	Identity, sense of community and connectedness in a community of mobile language learners. <i>ReCALL</i> , 2008, 20, 361-379.	5.2	75
2	Supporting Different Dimensions of Adaptability in Workflow Modeling. <i>Computer Supported Cooperative Work</i> , 2000, 9, 365-397.	2.9	34
3	A notation for malleable and interoperable coordination mechanisms for CSCW systems. , 1995, , .		24
4	RaploT toolkit: Rapid prototyping of collaborative Internet of Things applications. <i>Future Generation Computer Systems</i> , 2019, 95, 867-879.	7.5	23
5	Entertainment, engagement, and education: Foundations and developments in digital and physical spaces to support learning through making. <i>Entertainment Computing</i> , 2017, 21, 77-81.	2.9	21
6	Context Becomes Content: Sensor Data for Computer-Supported Reflective Learning. <i>IEEE Transactions on Learning Technologies</i> , 2015, 8, 111-123.	3.2	17
7	Boundary objects in collaborative work and learning. <i>Information Systems Frontiers</i> , 2016, 18, 85-102.	6.4	14
8	Supporting the dynamics of knowledge sharing within organizations. , 1993, , .		10
9	To Be or Not to Be Aware: Reducing Interruptions in Pervasive Awareness Systems. , 2008, , .		9
10	From interactive surfaces to interactive game pieces in hybrid board games. <i>Journal of Ambient Intelligence and Smart Environments</i> , 2016, 8, 531-548.	1.4	9
11	Integrating Contexts to Support Coordination: The CHAOS Project. <i>Computer Supported Cooperative Work</i> , 1999, 8, 239-283.	2.9	7
12	Collaboration Support for Mobile Users in Ubiquitous Environments. , 2010, , 173-199.		7
13	Rapid Prototyping Internet of Things Applications for Augmented Objects: The Tiles Toolkit Approach. <i>Lecture Notes in Computer Science</i> , 2018, , 204-220.	1.3	5
14	Affinity for Technology and Teenagers' Learning Intentions. , 2020, , .		4
15	Anyboard: A Platform for Hybrid Board Games. <i>Lecture Notes in Computer Science</i> , 2016, , 161-172.	1.3	3
16	Hands-on learning of Cooperation Technology: Combining knowledge construction and reflection. , 2013, , .		1
17	Reactive Agents for a Systemic Approach to the Construction of Coordination Mechanisms. <i>Multiagent Systems, Artificial Societies, and Simulated Organizations</i> , 2003, , 79-103.	2.5	1
18	A computational model of communication for reducing linguistic opacity based on the language-action perspective. <i>Information and Organization</i> , 2001, 11, 157-186.	4.8	0