# Monica Divitini

## List of Publications by Year in descending order

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