

Fridolin Wild

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1122518/publications.pdf>

Version: 2024-02-01

43
papers

492
citations

1162889

8
h-index

940416

16
g-index

48
all docs

48
docs citations

48
times ranked

460
citing authors

#	ARTICLE	IF	CITATIONS
1	Simulator Sickness in Augmented Reality Training Using the Microsoft HoloLens. , 2018, , .		80
2	Bridging the Skills Gap of Workers in Industry 4.0 by Human Performance Augmentation Tools. , 2017, , .		70
3	Active Learning Augmented Reality for STEAM Educationâ€™A Case Study. Education Sciences, 2020, 10, 198.	1.4	67
4	User Satisfaction in Augmented Reality-Based Training Using Microsoft HoloLens. Computers, 2019, 8, 9.	2.1	40
5	Mashups by orchestration and widgetâ€™based personal environments. Data Technologies and Applications, 2012, 46, 383-428.	0.8	24
6	Augmented Reality for the enhancement of space product assurance and safety. Acta Astronautica, 2020, 168, 191-199.	1.7	20
7	Supporting Training of Expertise with Wearable Technologies: The WEKIT Reference Framework. Perspectives on Rethinking and Reforming Education, 2018, , 157-175.	0.1	18
8	Investigating Unstructured Texts with Latent Semantic Analysis. Studies in Classification, Data Analysis, and Knowledge Organization, 2007, , 383-390.	0.1	12
9	Listening to the voice of the guest: A framework to improve decision-making processes with text data. International Journal of Hospitality Management, 2021, 94, 102853.	5.3	10
10	Interdisciplinary Doctoral Training in Technology-Enhanced Learning in Europe. Frontiers in Education, 2020, 5, .	1.2	9
11	Technology Acceptance of Augmented Reality and Wearable Technologies. Communications in Computer and Information Science, 2017, , 129-141.	0.4	9
12	Model Augmented Reality Curriculum. , 2020, , .		9
13	Mashups and widget orchestration. , 2011, , .		8
14	Learning Analytics in R with SNA, LSA, and MPIA. , 2016, , .		8
15	Affordances for Capturing and Re-enacting Expert Performance with Wearables. Lecture Notes in Computer Science, 2017, , 403-409.	1.0	8
16	Learning Analytics in Augmented Reality : Blueprint for an AR / xAPI Framework. , 2019, , .		8
17	UNBODY: A Poetry Escape Room in Augmented Reality. Information (Switzerland), 2021, 12, 295.	1.7	8
18	WEKIT.One: A Sensor-Based Augmented Reality System for Experience Capture and Re-enactment. Lecture Notes in Computer Science, 2019, , 158-171.	1.0	8

#	ARTICLE	IF	CITATIONS
19	The Future of Learning at the Workplace Is Augmented Reality. Computer, 2016, 49, 96-98.	1.2	7
20	Mash-Up Personal Learning Environments. , 0, , 126-149.		7
21	Semantic Mash-Up Personal and Pervasive Learning Environments (SMupple). Lecture Notes in Computer Science, 2010, , 501-504.	1.0	6
22	Learning analytics for workplace and professional learning. , 2016, , .		5
23	Un environnement personnel dâ€™apprentissage Ã©valuant des distances Ã©pistÃ©miques et dialogiques. Distances Et Savoirs, 2011, 9, 473-492.	0.1	5
24	Sharing Good Practice through Mash-Up Personal Learning Environments. Lecture Notes in Computer Science, 2009, , 245-254.	1.0	4
25	Towards a Reference Architecture for Smart and Personal Learning Environments. Lecture Notes in Educational Technology, 2017, , 81-90.	0.5	4
26	Real-Time Auditory Biofeedback System for Learning a Novel Arm Trajectory: A Usability Study. , 2019, , 385-409.		4
27	CONSPECT: Monitoring Conceptual Development. Lecture Notes in Computer Science, 2010, , 299-308.	1.0	4
28	A Process for the Semi-Automated Generation of Life-Sized, Interactive 3D Character Models for Holographic Projection. , 2019, , .		3
29	Developing a Model Augmented Reality Curriculum. , 2020, , .		3
30	The STELLAR Science 2.0 Mash-Up Infrastructure. , 2010, , .		2
31	Introducing qualitative dimensions to analyse the usefulness of Web 2.0 platforms as PLEs. International Journal of Technology Enhanced Learning, 2011, 3, 40.	0.4	2
32	Interdisciplinary Cohesion of TEL â€“ An Account of Multiple Perspectives. Lecture Notes in Computer Science, 2013, , 219-232.	1.0	2
33	Business Analytics in Tourism: Uncovering Knowledge from Crowds. BAR - Brazilian Administration Review, 2019, 16, .	0.4	2
34	An approach in provision of interoperability of eLearning systems in enlarged EU - the case of iCamp project. , 2006, , .		1
35	A Service-Oriented Distributed Learning Environment for Manufacturing Workplaces. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2016, , 19-26.	0.2	1
36	SIG. , 2019, , .		1

#	ARTICLE	IF	CITATIONS
37	Tools and Techniques for Placement Experiments. , 2009, , 209-223.		1
38	Simulating Learning Networks in a Higher Education Blogosphere “ At Scale. Lecture Notes in Computer Science, 2011, , 412-423.	1.0	1
39	Science 2.0: The Open Orchestration of Knowledge Creation. Communications in Computer and Information Science, 2011, , 85-86.	0.4	0
40	A Multidimensional Evaluation Framework for Personal Learning Environments. , 2015, , 49-77.		0
41	Representing and Analysing Meaning with LSA. , 2016, , 71-106.		0
42	Experience Capturing with Wearable Technology in the WEKIT Project. , 2019, , 297-311.		0
43	The Green and Gold Road: Journal Management and Publishing Workflow Extensions for the DSpace Repository Platform. Communications in Computer and Information Science, 2008, , 45-52.	0.4	0