

Fridolin Wild

List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

44
papers

249
citations

7
h-index

14
g-index

48
ext. papers

345
ext. citations

1.3
avg, IF

3.77
L-index

#	Paper	IF	Citations
44	Simulator Sickness in Augmented Reality Training Using the Microsoft HoloLens 2018 ,		40
43	Bridging the Skills Gap of Workers in Industry 4.0 by Human Performance Augmentation Tools 2017 ,		32
42	User Satisfaction in Augmented Reality-Based Training Using Microsoft HoloLens. <i>Computers</i> , 2019 , 8, 9	1.9	24
41	Active Learning Augmented Reality for STEAM Education: A Case Study. <i>Education Sciences</i> , 2020 , 10, 198	2.2	23
40	Mashups by orchestration and widget-based personal environments. <i>Data Technologies and Applications</i> , 2012 , 46, 383-428		16
39	Supporting Training of Expertise with Wearable Technologies: The WEKIT Reference Framework. <i>Perspectives on Rethinking and Reforming Education</i> , 2018 , 157-175	0.3	15
38	Investigating Unstructured Texts with Latent Semantic Analysis. <i>Studies in Classification, Data Analysis, and Knowledge Organization</i> , 2007 , 383-390	0.2	9
37	Technology Acceptance of Augmented Reality and Wearable Technologies. <i>Communications in Computer and Information Science</i> , 2017 , 129-141	0.3	7
36	The Future of Learning at the Workplace Is Augmented Reality. <i>Computer</i> , 2016 , 49, 96-98	1.6	6
35	Mashups and widget orchestration 2011 ,		6
34	Augmented Reality for the enhancement of space product assurance and safety. <i>Acta Astronautica</i> , 2020 , 168, 191-199	2.9	6
33	Learning Analytics in R with SNA, LSA, and MPIA 2016 ,		6
32	Affordances for Capturing and Re-enacting Expert Performance with Wearables. <i>Lecture Notes in Computer Science</i> , 2017 , 403-409	0.9	5
31	Components of a Research 2.0 Infrastructure. <i>Lecture Notes in Computer Science</i> , 2010 , 590-595	0.9	5
30	Semantic Mash-Up Personal and Pervasive Learning Environments (SMupple). <i>Lecture Notes in Computer Science</i> , 2010 , 501-504	0.9	5
29	Towards a Reference Architecture for Smart and Personal Learning Environments. <i>Lecture Notes in Educational Technology</i> , 2017 , 81-90	0.4	4
28	Interdisciplinary Doctoral Training in Technology-Enhanced Learning in Europe. <i>Frontiers in Education</i> , 2020 , 5,	2.1	4

27	Un environnement personnel d'apprentissage évaluant des distances épistémiques et dialogiques. <i>Distances Et Savoirs</i> , 2011 , 9, 473-492		3
26	Mash-Up Personal Learning Environments 126-149		3
25	An Augmented Reality Job Performance Aid for Kinaesthetic Learning in Manufacturing Work Places. <i>Lecture Notes in Computer Science</i> , 2014 , 470-475	0.9	3
24	Learning analytics for workplace and professional learning 2016 ,		3
23	Learning Analytics in Augmented Reality : Blueprint for an AR / xAPI Framework 2019 ,		3
22	The STELLAR Science 2.0 Mash-Up Infrastructure 2010 ,		2
21	Sharing Good Practice through Mash-Up Personal Learning Environments. <i>Lecture Notes in Computer Science</i> , 2009 , 245-254	0.9	2
20	Introducing qualitative dimensions to analyse the usefulness of Web 2.0 platforms as PLEs. <i>International Journal of Technology Enhanced Learning</i> , 2011 , 3, 40	1.2	2
19	Developing a Model Augmented Reality Curriculum 2020 ,		2
18	WEKIT.One: A Sensor-Based Augmented Reality System for Experience Capture and Re-enactment. <i>Lecture Notes in Computer Science</i> , 2019 , 158-171	0.9	2
17	CONSPECT: Monitoring Conceptual Development. <i>Lecture Notes in Computer Science</i> , 2010 , 299-308	0.9	2
16	SIG 2019 ,		1
15	A Service-Oriented Distributed Learning Environment for Manufacturing Workplaces. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2016 , 19-26 ^{0.2}		1
14	An approach in provision of interoperability of eLearning systems in enlarged EU - the case of iCamp project 2006 ,		1
13	Model Augmented Reality Curriculum 2020 ,		1
12	Introduction to Wearable Enhanced Learning (WELL): Trends, Opportunities, and Challenges 2019 , 3-32		1
11	Real-Time Auditory Biofeedback System for Learning a Novel Arm Trajectory: A Usability Study 2019 , 385-409		1
10	Tools and Techniques for Placement Experiments 2009 , 209-223		1

9	Listening to the voice of the guest: A framework to improve decision-making processes with text data. <i>International Journal of Hospitality Management</i> , 2021 , 94, 102853	8.3	1
8	UNBODY: A Poetry Escape Room in Augmented Reality. <i>Information (Switzerland)</i> , 2021 , 12, 295	2.6	1
7	Interdisciplinary Cohesion of TEL – An Account of Multiple Perspectives. <i>Lecture Notes in Computer Science</i> , 2013 , 219-232	0.9	0
6	The Green and Gold Road: Journal Management and Publishing Workflow Extensions for the DSpace Repository Platform. <i>Communications in Computer and Information Science</i> , 2008 , 45-52	0.3	
5	Experience Capturing with Wearable Technology in the WEKIT Project 2019 , 297-311		
4	A Multidimensional Evaluation Framework for Personal Learning Environments 2015 , 49-77		
3	Representing and Analysing Meaning with LSA 2016 , 71-106		
2	Simulating Learning Networks in a Higher Education Blogosphere – At Scale. <i>Lecture Notes in Computer Science</i> , 2011 , 412-423	0.9	
1	Science 2.0: The Open Orchestration of Knowledge Creation. <i>Communications in Computer and Information Science</i> , 2011 , 85-86	0.3	