Fridolin Wild

List of Publications by Year in Descending Order

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	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	8.3	1
43	UNBODY: A Poetry Escape Room in Augmented Reality. *Information (Switzerland)*, **2021**, 12, 295	2.6	1
42	Developing a Model Augmented Reality Curriculum **2020**,		2
41	Model Augmented Reality Curriculum **2020**,		1
40	Augmented Reality for the enhancement of space product assurance and safety. *Acta Astronautica*, **2020**, 168, 191-199	2.9	6
39	Interdisciplinary Doctoral Training in Technology-Enhanced Learning in Europe. *Frontiers in Education*, **2020**, 5,	2.1	4
38	Active Learning Augmented Reality for STEAM Education A Case Study. *Education Sciences*, **2020**, 10, 198	2.2	23
37	SIG **2019**,		1
36	User Satisfaction in Augmented Reality-Based Training Using Microsoft HoloLens. *Computers*, **2019**, 8, 9	1.9	24
35	Experience Capturing with Wearable Technology in the WEKIT Project **2019**, 297-311		
34	WEKIT.One: A Sensor-Based Augmented Reality System for Experience Capture and Re-enactment. *Lecture Notes in Computer Science*, **2019**, 158-171	0.9	2
33	Introduction to Wearable Enhanced Learning (WELL): Trends, Opportunities, and Challenges **2019**, 3-32		1
32	Real-Time Auditory Biofeedback System for Learning a Novel Arm Trajectory: A Usability Study **2019**, 385-409		1
31	Learning Analytics in Augmented Reality : Blueprint for an AR / xAPI Framework **2019**,		3
30	Simulator Sickness in Augmented Reality Training Using the Microsoft HoloLens **2018**,		40
29	Supporting Training of Expertise with Wearable Technologies: The WEKIT Reference Framework. *Perspectives on Rethinking and Reforming Education*, **2018**, 157-175	0.3	15
28	Affordances for Capturing and Re-enacting Expert Performance with Wearables. *Lecture Notes in Computer Science*, **2017**, 403-409	0.9	5

27	Bridging the Skills Gap of Workers in Industry 4.0 by Human Performance Augmentation Tools **2017** ,		32
26	Towards a Reference Architecture for Smart and Personal Learning Environments. *Lecture Notes in Educational Technology*, **2017**, 81-90	0.4	4
25	Technology Acceptance of Augmented Reality and Wearable Technologies. *Communications in Computer and Information Science*, **2017**, 129-141	0.3	7
24	The Future of Learning at the Workplace Is Augmented Reality. *Computer*, **2016**, 49, 96-98	1.6	6
23	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
22	Representing and Analysing Meaning with LSA **2016**, 71-106		
21	Learning Analytics in R with SNA, LSA, and MPIA **2016**,		6
20	Learning analytics for workplace and professional learning **2016**,		3
19	A Multidimensional Evaluation Framework for Personal Learning Environments **2015**, 49-77		
18	An Augmented Reality Job Performance Aid for Kinaesthetic Learning in Manufacturing Work Places. *Lecture Notes in Computer Science*, **2014**, 470-475	0.9	3
17	Interdisciplinary Cohesion of TEL An Account of Multiple Perspectives. *Lecture Notes in Computer Science*, **2013**, 219-232	0.9	0
16	Mashups by orchestration and widget-based personal environments. *Data Technologies and Applications*, **2012**, 46, 383-428		16
15	Mashups and widget orchestration **2011**,		6
14	Introducing qualitative dimensions to analyse the usefulness of Web 2.0 platforms as PLEs. *International Journal of Technology Enhanced Learning*, **2011**, 3, 40	1.2	2
13	Un environnement personnel dapprentissage valuant des distances pistmiques et dialogiques. *Distances Et Savoirs*, **2011**, 9, 473-492		3
12	Simulating Learning Networks in a Higher Education Blogosphere At Scale. *Lecture Notes in Computer Science*, **2011**, 412-423	0.9	
11	Science 2.0: The Open Orchestration of Knowledge Creation. *Communications in Computer and Information Science*, **2011**, 85-86	0.3	
10	The STELLAR Science 2.0 Mash-Up Infrastructure **2010**,		2

9	Components of a Research 2.0 Infrastructure. *Lecture Notes in Computer Science*, **2010**, 590-595	0.9	5
8	Semantic Mash-Up Personal and Pervasive Learning Environments (SMupple). *Lecture Notes in Computer Science*, **2010**, 501-504	0.9	5
7	CONSPECT: Monitoring Conceptual Development. *Lecture Notes in Computer Science*, **2010**, 299-308	0.9	2
6	Sharing Good Practice through Mash-Up Personal Learning Environments. *Lecture Notes in Computer Science*, **2009**, 245-254	0.9	2
5	Tools and Techniques for Placement Experiments **2009**, 209-223		1
4	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	0.3	
3	Investigating Unstructured Texts with Latent Semantic Analysis. *Studies in Classification, Data Analysis, and Knowledge Organization*, **2007**, 383-390	0.2	9
2	An approach in provision of interoperability of eLearning systems in enlarged EU - the case of iCamp project **2006**,		1
1	Mash-Up Personal Learning Environments126-149		3