

Sergio Gutiérrez-Santos

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/11468360/publications.pdf>

Version: 2024-02-01

19
papers

271
citations

1163117

8
h-index

1058476

14
g-index

21
all docs

21
docs citations

21
times ranked

186
citing authors

#	ARTICLE	IF	CITATIONS
1	Affective learning: improving engagement and enhancing learning with affect-aware feedback. User Modeling and User-Adapted Interaction, 2017, 27, 119-158.	3.8	51
2	Design and evaluation of teacher assistance tools for exploratory learning environments. , 2016, , .		31
3	The design of a system to support exploratory learning of algebraic generalisation. Computers and Education, 2012, 59, 63-81.	8.3	30
4	Design requirements, student perception indicators and validation metrics for intelligent exploratory learning environments. Personal and Ubiquitous Computing, 2013, 17, 1605-1620.	2.8	27
5	Broadening the sense of "dynamic": a microworld to support students' mathematical generalisation. ZDM - International Journal on Mathematics Education, 2009, 41, 493-503.	2.2	22
6	Not all wizards are from Oz: Iterative design of intelligent learning environments by communication capacity tapering. Computers and Education, 2010, 54, 641-651.	8.3	21
7	Design of Teacher Assistance Tools in an Exploratory Learning Environment for Algebraic Generalization. IEEE Transactions on Learning Technologies, 2012, 5, 366-376.	3.2	20
8	Light-Bulb Moment?. , 2015, , .		15
9	Layered Development and Evaluation for Intelligent Support in Exploratory Environments: The Case of Microworlds. Lecture Notes in Computer Science, 2010, , 105-114.	1.3	12
10	Exploring the Potential of Speech Recognition to Support Problem Solving and Reflection. Lecture Notes in Computer Science, 2014, , 263-276.	1.3	11
11	Affect Matters: Exploring the Impact of Feedback During Mathematical Tasks in an Exploratory Environment. Lecture Notes in Computer Science, 2015, , 595-599.	1.3	9
12	Enhanced JavaScript Learning Using Code Quality Tools and a Rule-Based System in the FLIP Exploratory Learning Environment. , 2014, , .		7
13	A Case-Based Reasoning Approach to Provide Adaptive Feedback in Microworlds. Lecture Notes in Computer Science, 2010, , 330-333.	1.3	3
14	Sequence Detection for Adaptive Feedback Generation in an Exploratory Environment for Mathematical Generalisation. Lecture Notes in Computer Science, 2010, , 181-190.	1.3	3
15	Scalable Monitoring of Student Interaction Indicators in Exploratory Learning Environments. , 2016, , .		2
16	Visualisation and Analysis of Students' Interaction Data in Exploratory Learning Environments. , 2015, , .		1
17	Informing the Design of Intelligent Support for ELE by Communication Capacity Tapering. Lecture Notes in Computer Science, 2009, , 556-571.	1.3	1
18	Facilitating Effective Exploratory Interaction: Design and Evaluation of Intelligent Support in MiGen. Lecture Notes in Computer Science, 2010, , 548-553.	1.3	1

#	ARTICLE	IF	CITATIONS
19	Enhance Teaching and Learning of Computer Programming in Exploratory Learning Environments Using Intelligent Support. , 2014, , .		0