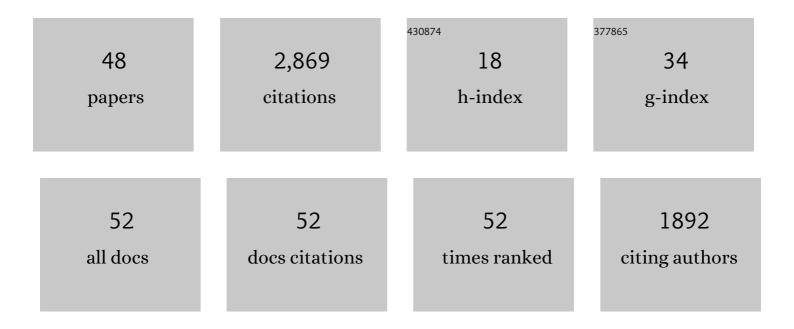
## Erik Duval

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/11708193/publications.pdf Version: 2024-02-01



Ερικ Πιινλι

#	Article	IF	CITATIONS
1	Learning Analytics Dashboard Applications. American Behavioral Scientist, 2013, 57, 1500-1509.	3.8	435
2	Context-Aware Recommender Systems for Learning: A Survey and Future Challenges. IEEE Transactions on Learning Technologies, 2012, 5, 318-335.	3.2	411
3	Metadata Principles and Practicalities. D-Lib Magazine, 2002, 8, .	0.5	223
4	Attention please!. , 2011, , .		215
5	Learning dashboards: an overview and future research opportunities. Personal and Ubiquitous Computing, 2014, 18, 1499.	2.8	152
6	The student activity meter for awareness and self-reflection. , 2012, , .		129
7	The Ariadne knowledge pool system. Communications of the ACM, 2001, 44, 72-78.	4.5	126
8	Dataset-driven research for improving recommender systems for learning. , 2011, , .		107
9	Reusable learning objects. , 2002, , .		95
10	Quantitative Analysis of Learning Object Repositories. IEEE Transactions on Learning Technologies, 2009, 2, 226-238.	3.2	81
11	Goal-oriented visualizations of activity tracking. , 2012, , .		74
12	Automatic evaluation of metadata quality in digital repositories. International Journal on Digital Libraries, 2009, 10, 67-91.	1.5	71
13	Automating metadata generation. , 2005, , .		68
14	Issues and considerations regarding sharable data sets for recommender systems in technology enhanced learning. Procedia Computer Science, 2010, 1, 2849-2858.	2.0	53
15	The Ariadne Infrastructure for Managing and Storing Metadata. IEEE Internet Computing, 2009, 13, 18-25.	3.3	52
16	Use of contextualized attention metadata for ranking and recommending learning objects. , 2006, , .		37
17	ALOCOM: a generic content model for learning objects. International Journal on Digital Libraries, 2008, 9, 41-63.	1.5	37
18	On the Use of Learning Object Metadata: The GLOBE Experience. Lecture Notes in Computer Science, 2011, , 271-284.	1.3	36

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#	Article	IF	CITATIONS
19	Understanding Engagement with Interactive Public Displays. , 2014, , .		33
20	Supporting learning by considering emotions. , 2016, , .		33
21	Interoperability for Searching Learning Object Repositories. D-Lib Magazine, 2008, 14, .	0.5	31
22	Learning technology standardization: Making sense of it all. Computer Science and Information Systems, 2004, 1, 33-43.	1.0	29
23	Creating Effective Learning Analytics Dashboards: Lessons Learnt. Lecture Notes in Computer Science, 2016, , 42-56.	1.3	27
24	Interactive surfaces and learning analytics. , 2016, , .		25
25	Evaluating the Use of Open Badges in an Open Learning Environment. Lecture Notes in Computer Science, 2013, , 314-327.	1.3	23
26	Analysis and Reflections on the Third Learning Analytics and Knowledge Conference (LAK 2013). Journal of Learning Analytics, 2014, 1, 5-22.	2.4	22
27	Metadata interoperability in agricultural learning repositories: An analysis. Computers and Electronics in Agriculture, 2010, 70, 302-320.	7.7	18
28	Managing networked multimedia data. Computer Graphics, 1994, 28, 15-19.	0.1	18
29	The ARIADNE Project (Part 1): Knowledge Pools for Computer-based and Telematics-supported Classical, Open and Distance Education. European Journal of Engineering Education, 1997, 22, 61-74.	2.3	17
30	Repurposing Learning Object Components. Lecture Notes in Computer Science, 2005, , 1169-1178.	1.3	17
31	Learning Dashboards. Journal of Learning Analytics, 2015, 1, 199-202.	2.4	16
32	How to Share and Reuse Learning Resources: The ARIADNE Experience. Lecture Notes in Computer Science, 2010, , 183-196.	1.3	16
33	Metadata for Social Recommendations. , 0, , 87-108.		16
34	The LOM application profile for agricultural learning resources of the CGIAR. International Journal of Metadata, Semantics and Ontologies, 2009, 4, 13.	0.2	15
35	On the Role of Technical Standards for Learning Technologies. IEEE Transactions on Learning Technologies, 2008, 1, 229-234.	3.2	14
36	The ARIADNE Project (Part 2): Knowledge Pools for Computer-based and Telematics-supported Classical, Open and Distance Education. European Journal of Engineering Education, 1997, 22, 153-166.	2.3	13

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#	Article	IF	CITATIONS
37	Towards balanced discussions in the classroom using ambient information visualisations. International Journal of Technology Enhanced Learning, 2017, 9, 227.	0.7	12
38	Bridging Repositories to form the MACE Experience. New Review of Information Networking, 2009, 14, 102-116.	0.5	10
39	Learning Analytics for Natural User Interfaces: A Framework, Case Studies and a Maturity Analysis. Journal of Learning Analytics, 2017, 4, .	2.4	8
40	Guest Editorial: Open Educational Resources. IEEE Transactions on Learning Technologies, 2010, 3, 83-84.	3.2	6
41	ErauzOnt: A Framework for Gathering Learning Objects from Electronic Documents. , 2011, , .		6
42	Using Search Engine for Classification: Does It Still Work?. , 2009, , .		4
43	Guest Editorial on Metadata. Interactive Learning Environments, 2001, 9, 201-205.	6.4	3
44	Towards an Open Learning Infrastructure for Open Educational Resources: Abundance as a Platform for Innovation. Lecture Notes in Computer Science, 2011, , 144-156.	1.3	2
45	Aggregating metadata to improve access to resources. , 2011, , .		1
46	Learning Objects. , 2017, , 137-144.		1
47	Can Learning Objects Be Reused - And How?. , 2004, , 19-23.		0
48	Challenges and Outlook. Springer Briefs in Electrical and Computer Engineering, 2013, , 63-76.	0.5	0