

Seth Cooper

List of Publications by Year in Descending Order

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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.

34
papers

3,493
citations

15
h-index

38
g-index

38
ext. papers

4,480
ext. citations

15.2
avg, IF

4.33
L-index

#	Paper	IF	Citations
34	How do Players and Developers of Citizen Science Games Conceptualize Skill Chains?. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2021 , 5, 1-29	3.4	1
33	Macromolecular modeling and design in Rosetta: recent methods and frameworks. <i>Nature Methods</i> , 2020 , 17, 665-680	21.6	165
32	Introducing Foldit Education Mode. <i>Nature Structural and Molecular Biology</i> , 2020 , 27, 769-770	17.6	4
31	De novo protein design by citizen scientists. <i>Nature</i> , 2019 , 570, 390-394	50.4	63
30	Designing Videogames to Crowdsource Accelerometer Data Annotation for Activity Recognition Research 2019 , 2019, 135-147		0
29	Large-Scale Analysis of Visualization Options in a Citizen Science Game 2019 , 2019, 535-542		1
28	Using Q-Learning for Sequencing Level Difficulties in a Citizen Science Matching Game 2019 ,		1
27	Building de novo cryo-electron microscopy structures collaboratively with citizen scientists. <i>PLoS Biology</i> , 2019 , 17, e3000472	9.7	9
26	Expertise and Engagement: Re-Designing Citizen Science Games With PlayersbMinds in Mind 2019 , 2019,		2
25	Creating custom Foldit puzzles for teaching biochemistry. <i>Biochemistry and Molecular Biology Education</i> , 2019 , 47, 133-139	1.3	10
24	An analysis and evaluation of the WeFold collaborative for protein structure prediction and its pipelines in CASP11 and CASP12. <i>Scientific Reports</i> , 2018 , 8, 9939	4.9	16
23	Repurposing Citizen Science Games as Software Tools for Professional Scientists 2018 , 2018,		5
22	A Monte Carlo Approach to Skill-Based Automated Playtesting 2018 , 2018, 166-172		
21	Comparing paid and volunteer recruitment in human computation games 2018 ,		5
20	Meet your match rating 2018 ,		2
19	Foldit Standalone: a video game-derived protein structure manipulation interface using Rosetta. <i>Bioinformatics</i> , 2017 , 33, 2765-2767	7.2	44
18	Predicting Human Computation Game Scores with Player Rating Systems. <i>Lecture Notes in Computer Science</i> , 2017 , 284-289	0.9	2

17	Engagement effects of player rating system-based matchmaking for level ordering in human computation games 2017 ,		13
16	To Three or not to Three: Improving Human Computation Game Onboarding with a Three-Star System 2017 , 2017, 5034-5039		9
15	Proactive Sensing for Improving Hand Pose Estimation 2016 ,		5
14	Determining crystal structures through crowdsourcing and coursework. <i>Nature Communications</i> , 2016 , 7, 12549	17.4	35
13	WeFold: a coopetition for protein structure prediction. <i>Proteins: Structure, Function and Bioinformatics</i> , 2014 , 82, 1850-68	4.2	39
12	Increasing public involvement in structural biology. <i>Structure</i> , 2013 , 21, 1482-4	5.2	10
11	Increased Diels-Alderase activity through backbone remodeling guided by Foldit players. <i>Nature Biotechnology</i> , 2012 , 30, 190-2	44.5	206
10	Verification games 2012 ,		27
9	The impact of tutorials on games of varying complexity 2012 ,		60
8	Algorithm discovery by protein folding game players. <i>Proceedings of the National Academy of Sciences of the United States of America</i> , 2011 , 108, 18949-53	11.5	289
7	ROSETTA3: an object-oriented software suite for the simulation and design of macromolecules. <i>Methods in Enzymology</i> , 2011 , 487, 545-74	1.7	1216
6	Crystal structure of a monomeric retroviral protease solved by protein folding game players. <i>Nature Structural and Molecular Biology</i> , 2011 , 18, 1175-7	17.6	316
5	High-resolution structure of a retroviral protease folded as a monomer. <i>Acta Crystallographica Section D: Biological Crystallography</i> , 2011 , 67, 907-14		15
4	Analysis of social gameplay macros in the Foldit cookbook 2011 ,		19
3	Feature-based projections for effective playtrace analysis 2011 ,		12
2	Predicting protein structures with a multiplayer online game. <i>Nature</i> , 2010 , 466, 756-60	50.4	821
1	The challenge of designing scientific discovery games 2010 ,		67