

Stephan Schläpfl

List of Publications by Year in descending order

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Version: 2024-02-01

40
papers

321
citations

1162889

8
h-index

1125617

13
g-index

47
all docs

47
docs citations

47
times ranked

226
citing authors

#	ARTICLE	IF	CITATIONS
1	Perceptions of Digital Device Use and Accompanying Digital Interruptions in Blended Learning. Education Sciences, 2022, 12, 215.	1.4	7
2	Keep on Running! An Analysis of Running Tracking Application Features and Their Potential Impact on Recreational Runners' Intrinsic Motivation. Lecture Notes in Computer Science, 2022, , 359-373.	1.0	1
3	Elder users' attitude toward assistive virtual agents: the role of voice and gender. Journal of Ambient Intelligence and Humanized Computing, 2021, 12, 4429-4436.	3.3	18
4	Self-regulated Learning Strategies and Digital Interruptions in Webinars. Communications in Computer and Information Science, 2021, , 51-62.	0.4	1
5	Investigating Trust in Expert System Advice for Business Ethics Audits. Communications in Computer and Information Science, 2021, , 316-328.	0.4	0
6	Dark Patterns in Online Shopping: of Sneaky Tricks, Perceived Annoyance and Respective Brand Trust. Lecture Notes in Computer Science, 2021, , 143-155.	1.0	4
7	Show Me the Universe! Perceived Usability and Task Load of an AR Mobile-App in Secondary School Learning. Communications in Computer and Information Science, 2021, , 40-50.	0.4	1
8	Leaderboard Positions and Stress – Experimental Investigations into an Element of Gamification. Sustainability, 2021, 13, 6608.	1.6	13
9	Investigating Perceptions of Social Intelligence in Simulated Human-Chatbot Interactions. Smart Innovation, Systems and Technologies, 2021, , 513-529.	0.5	1
10	THE IMPLEMENTATION OF GAMIFICATION SYSTEMS: A CRITICAL PERSPECTIVE. , 2021, ,		1
11	USING AUGMENTED REALITY IN HIGH SCHOOL EDUCATION – INITIAL INVESTIGATIONS INTO STUDENTS' INTRINSIC MOTIVATION AND LEARNING PERFORMANCE. , 2021, ,		1
12	Analysis of the interaction between elderly people and a simulated virtual coach. Journal of Ambient Intelligence and Humanized Computing, 2020, 11, 6125-6140.	3.3	20
13	On the perceptions and acceptance of artificially intelligent robotics and the psychology of the future elderly. Behaviour and Information Technology, 2019, 38, 1068-1087.	2.5	21
14	Knowledge Governance Helps Minimizing the Risks of External Knowledge Transfer. Communications in Computer and Information Science, 2019, , 379-391.	0.4	1
15	Artificial Intelligence Tool Penetration in Business: Adoption, Challenges and Fears. Communications in Computer and Information Science, 2019, , 259-270.	0.4	9
16	The Use of Digital Devices in the University Classroom: Exploring and Comparing Students' Perceptions and Practices. Communications in Computer and Information Science, 2019, , 103-113.	0.4	3
17	Perceptions on Authenticity in Chat Bots. Multimodal Technologies and Interaction, 2018, 2, 60.	1.7	34
18	Exploring Knowledge Transfer in the Media Industry. Communications in Computer and Information Science, 2018, , 154-164.	0.4	0

#	ARTICLE	IF	CITATIONS
19	Seniorsâ€™ Sensing of Agentsâ€™ Personality from Facial Expressions. Lecture Notes in Computer Science, 2018, , 438-442.	1.0	7
20	Improving Business Process Management Competencies by Applying Gamification Aspects in Teaching Bachelor Students. Communications in Computer and Information Science, 2018, , 15-23.	0.4	0
21	Model-Driven Design of a Mobile Product Training and Learning System. Communications in Computer and Information Science, 2018, , 143-153.	0.4	0
22	Player Analytic Technologies in Tennis: An Investigation of Non-professional Playersâ€™ Personal Values and Perceptual Orientations. Communications in Computer and Information Science, 2018, , 46-53.	0.4	0
23	Technology Acceptance of Virtual Reality for Travel Planning. , 2017, , 255-268.		71
24	Implementation of a Text Analysis Tool: Exploring Requirements, Success Factors and Model Fit. Communications in Computer and Information Science, 2017, , 307-317.	0.4	0
25	Lifeline Dialogues with Roberta. Lecture Notes in Computer Science, 2017, , 73-85.	1.0	0
26	Perception of Source Credibility Within Touristic Virtual Communities: A Cross-Generational Examination. Lecture Notes in Computer Science, 2017, , 435-452.	1.0	1
27	Mobile Instant Messaging for Customer Service Interaction - Preparation of a Model-based Approach Exploring Behavioral Intention. , 2017, , .		0
28	Design Science and ThinkLets as a Holistic Approach to Design IoT/IoS Systems. Communications in Computer and Information Science, 2017, , 520-533.	0.4	0
29	The employee factor: perspectives on implementing enterprise social software. International Journal of Web Engineering and Technology, 2016, 11, 288.	0.1	0
30	The Roberta IRONSIDE project: A dialog capable humanoid personal assistant in a wheelchair for dependent persons. , 2016, , .		5
31	Knowledge Transfer in Internships from a students' perspective. , 2016, , .		0
32	Wearables in the Wild. , 2015, , .		8
33	Wizard of Oz Experimentation for Language Technology Applications: Challenges and Tools. Interacting With Computers, 2015, 27, 592-615.	1.0	16
34	Assessing Voice User Interfaces: The vassist system prototype. , 2014, , .		21
35	Designing Language Technology Applications: A Wizard of Oz Driven Prototyping Framework. , 2014, , .		3
36	What if everyone could do it?. , 2013, , .		5

#	ARTICLE	IF	CITATIONS
37	Using Wizard of Oz to Collect Interaction Data for Voice Controlled Home Care and Communication Services. , 2013, , .		4
38	Sketching Language: User-Centered Design of a Wizard of Oz Prototyping Framework. Lecture Notes in Computer Science, 2011, , 422-425.	1.0	0
39	WebWOZ. , 2010, , .		13
40	Do HCI and NLP interact?. , 2009, , .		2