Karim Sehaba

List of Publications by Year
in descending order

13 papers	**210** citations	1684188 **5** h-index	1720034 **7** g-index
14 all docs	**14** docs citations	**14** times ranked	**181** citing authors

#	Article	IF	Citations
1	Defining Engagement and Characterizing Engaged-Behaviors in Digital Gaming. Simulation and Gaming, 2014, 45, 491-507.	1.9	61
2	A trace-based approach to identifying users' engagement and qualifying their engaged-behaviours in interactive systems: application to a social game. User Modeling and User-Adapted Interaction, 2014, 24, 413-451.	3.8	37
3	Enhancing synchronous collaboration by using interactive visualisation of modelled traces. Simulation Modelling Practice and Theory, 2011, 19, 84-97.	3.8	34
4	Adaptive artificial companions learning from users' feedback. Adaptive Behavior, 2016, 24, 69-86.	1.9	23
5	Modelling and Visualising Traces for Reflexivity in Synchronous Collaborative Systems. , 2009, , .		17
6	Using Traces to Qualify Learner's Engagement in Game-Based Learning. , 2013, , .		8
7	Adaptive and Personalised Robots - Learning from Users' Feedback. , 2013, , .		7
8	GOALS: generator of adaptive learning scenarios. International Journal of Learning Technology, 2013, 8, 224.	0.2	5
9	A Framework for Observation and Analysis of Learners' Behavior in a Full-Scope Simulator of a Nuclear Power Plant - Approach Based on Modelled Traces. , 2011, , .		4
10	Sharing Experiences between Learners with Different Profiles: Adaptation of Interaction Traces. , 2012, , .		4
11	Consistency Verification of Learner Profiles in Adaptive Serious Games. Lecture Notes in Computer Science, 2016, , 384-389.	1.3	4
12	Assistance to Trainers for the Observation and Analysis Activities of Operators Trainees on Nuclear Power Plant Full-Scope Simulator. , 2012, , .		3
13	Towards adaptive robots based on interaction traces: A user study. , 2013, , .		2