

Karim Sehaba

List of Publications by Year in descending order

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Version: 2024-02-01

13
papers

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citations

1684188

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1720034

7
g-index

14
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14
docs citations

14
times ranked

181
citing authors

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