

# Eric Jamet

## List of Publications by Year in descending order

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Version: 2024-02-01

67  
papers

1,713  
citations

471061

17  
h-index

301761

39  
g-index

74  
all docs

74  
docs citations

74  
times ranked

1314  
citing authors

#	ARTICLE	IF	CITATIONS
1	Digital game-based learning: Impact of instructions and feedback on motivation and learning effectiveness. <i>Computers and Education</i> , 2013, 67, 156-167.	5.1	372
2	Using video and static pictures to improve learning of procedural contents. <i>Computers in Human Behavior</i> , 2009, 25, 354-359.	5.1	137
3	An eye-tracking study of cueing effects in multimedia learning. <i>Computers in Human Behavior</i> , 2014, 32, 47-53.	5.1	118
4	Attention guiding in multimedia learning. <i>Learning and Instruction</i> , 2008, 18, 135-145.	1.9	112
5	The effect of redundant text in multimedia instruction. <i>Contemporary Educational Psychology</i> , 2007, 32, 588-598.	1.6	81
6	Effects of segmentation and pacing on procedural learning by video. <i>Computers in Human Behavior</i> , 2018, 89, 411-417.	5.1	76
7	The role of working memory components in multimedia comprehension. <i>Applied Cognitive Psychology</i> , 2008, 22, 353-374.	0.9	69
8	Improving instructions in educational computer games: Exploring the relations between goal specificity, flow experience and learning outcomes. <i>Computers in Human Behavior</i> , 2019, 91, 106-114.	5.1	61
9	What drives corporate carsharing acceptance? A French case study. <i>Transportation Research Part F: Traffic Psychology and Behaviour</i> , 2017, 45, 218-227.	1.8	53
10	Does multitasking in the classroom affect learning outcomes? A naturalistic study. <i>Computers in Human Behavior</i> , 2020, 106, 106264.	5.1	49
11	The eyes of creativity: Impact of social comparison and individual creativity on performance and attention to others'™ ideas during electronic brainstorming. <i>Computers in Human Behavior</i> , 2015, 42, 57-67.	5.1	42
12	Understanding the effects of a teacher video on learning from a multimedia document: an eye-tracking study. <i>Educational Technology Research and Development</i> , 2018, 66, 1415-1433.	2.0	39
13	Can tablet apps support the learning of handwriting? An investigation of learning outcomes in kindergarten classroom. <i>Computers and Education</i> , 2020, 151, 103831.	5.1	38
14	Using pop-up windows to improve multimedia learning. <i>Journal of Computer Assisted Learning</i> , 2006, 22, 137-147.	3.3	36
15	Effects of Stereoscopic Display on Learning and User Experience in an Educational Virtual Environment. <i>International Journal of Human-Computer Interaction</i> , 2017, 33, 115-122.	3.3	33
16	Extending the testing effect to self-regulated learning. <i>Metacognition and Learning</i> , 2017, 12, 131-156.	1.3	29
17	Effect of modality on collaboration with a dialogue system. <i>International Journal of Human Computer Studies</i> , 2007, 65, 983-991.	3.7	21
18	How does adding versus self-generating a hierarchical outline while learning from a multimedia document influence students' performances?. <i>Computers in Human Behavior</i> , 2018, 80, 354-361.	5.1	20

#	ARTICLE	IF	CITATIONS
19	Searching information with a natural language dialogue system: a comparison of spoken vs. written modalities. <i>Applied Ergonomics</i> , 2004, 35, 557-564.	1.7	18
20	Does self-generating a graphic organizer while reading improve students' learning?. <i>Computers and Education</i> , 2018, 126, 13-22.	5.1	18
21	The effects of goal-oriented instructions in digital game-based learning. <i>Interactive Learning Environments</i> , 2016, 24, 1744-1757.	4.4	16
22	Facilitating information-seeking activity in instructional videos: The combined effects of micro- and macroscaffolding. <i>Computers in Human Behavior</i> , 2017, 74, 294-302.	5.1	16
23	Mode and modal transfer effects on performance and discourse organization with an information retrieval dialogue system in natural language. <i>Computers in Human Behavior</i> , 2006, 22, 467-500.	5.1	14
24	Effects of Speech- and Text-Based Interaction Modes in Natural Language Human-Computer Dialogue. <i>Human Factors</i> , 2007, 49, 1045-1053.	2.1	14
25	Assessing neurosurgical non-technical skills: an exploratory study of a new behavioural marker system. <i>Journal of Evaluation in Clinical Practice</i> , 2014, 20, 582-588.	0.9	14
26	Effect of additional warning sounds on pedestrians'™ detection of electric vehicles: An ecological approach. <i>Accident Analysis and Prevention</i> , 2016, 97, 176-185.	3.0	13
27	Interactive interpretation of structured documents: Application to the recognition of handwritten architectural plans. <i>Pattern Recognition</i> , 2015, 48, 2446-2458.	5.1	11
28	A French Corpus for Distant-Microphone Speech Processing in Real Homes. , 0, , .		11
29	Enhancing interactive tutorial effectiveness through visual cueing. <i>Educational Technology Research and Development</i> , 2016, 64, 631-641.	2.0	10
30	Does an interactive table of contents promote learning from videos? A study of consultation strategies and learning outcomes. <i>British Journal of Educational Technology</i> , 2022, 53, 269-285.	3.9	10
31	Does textual feedback hinder spoken interaction in natural language?. <i>Ergonomics</i> , 2010, 53, 43-55.	1.1	9
32	Improving students'™ learning by providing a graphic organizer after a multimedia document. <i>British Journal of Educational Technology</i> , 2021, 52, 252-265.	3.9	8
33	The Flow Observational Grid: an Observation-Based Solution to Assess Flow States. <i>Journal of Happiness Studies</i> , 2021, 22, 3069-3089.	1.9	8
34	Les effets de l'intégration spatiale de fenêtres ponctuelles sur la compréhension de documents illustrés. <i>Psychologie Française</i> , 2006, 51, 73-86.	0.2	7
35	Peut-on concevoir des documents électroniques plus efficaces ? L'exemple des diaporamas. <i>Revue Européenne De Psychologie Appliquée</i> , 2008, 58, 185-198.	0.4	7
36	The role of scaffolding in improving information seeking in videos. <i>Journal of Computer Assisted Learning</i> , 2018, 34, 960-969.	3.3	7

#	ARTICLE	IF	CITATIONS
37	Asking students to be active learners: the effects of totally or partially self-generating a graphic organizer on students's learning performances. <i>Instructional Science</i> , 2019, 47, 463-480.	1.1	7
38	Effects of self-generated graphic organizers on learning depend on in-task guidance. <i>Journal of Computer Assisted Learning</i> , 2020, 36, 646-655.	3.3	7
39	Levels of Verbal Redundancy, Note-Taking and Multimedia Learning. , 2008, , 79-101.		7
40	Semi-customizable Gestural Commands Approach and Its Evaluation. , 2012, , .		6
41	What links between user experience and acceptability?. , 2015, , .		6
42	Facilitating the comparison of multiple visual items on screen: The example of electronic architectural plan correction. <i>Applied Ergonomics</i> , 2014, 45, 601-607.	1.7	5
43	Shaping-Up Multimedia Analytics: Needs and Expectations of Media Professionals. <i>Lecture Notes in Computer Science</i> , 2016, , 303-314.	1.0	5
44	Quel outil d'évaluation de l'acceptabilité des nouvelles technologies pour des études francophones?. , 2008, , .		4
45	Identification of taxonomic and thematic relationships: Do the two semantic systems have the same status in semantic dementia?. <i>Journal of Clinical and Experimental Neuropsychology</i> , 2019, 41, 946-964.	0.8	4
46	Subjective Measurement of Workload Related to a Multimodal Interaction Task: NASA-TLX vs. Workload Profile. <i>Lecture Notes in Computer Science</i> , 2007, , 60-69.	1.0	4
47	Application of the Resources Model to the Supervision of an Automated Process. <i>Human-Computer Interaction</i> , 2015, 30, 103-121.	3.1	3
48	Socio-Emotional Competencies and School Performance in Adolescence: What Role for School Adjustment?. <i>Frontiers in Psychology</i> , 2021, 12, 640661.	1.1	3
49	Overreliance on thematic knowledge in semantic dementia: Evidence from an eye-tracking paradigm.. <i>Neuropsychology</i> , 2020, 34, 331-349.	1.0	3
50	Towards Specifications for Automatic Recognition Software: An Example of a User-Centred Design. <i>Journal of Software Engineering and Applications</i> , 2013, 06, 1-4.	0.8	3
51	User-Centered Design of an Interactive Off-Line Handwritten Architectural Floor Plan Recognition. , 2013, , .		2
52	Evaluation of technological products in mobility context. , 2016, , .		2
53	Comment présenter l'information dans les documents numériques éducatifs ? Une approche de psychologie cognitive. <i>Document Numérique</i> , 2003, 7, 25-38.	0.2	2
54	Effects of outlines and information seeking on learning outcomes in video-based environments. <i>Interactive Learning Environments</i> , 2023, 31, 6099-6111.	4.4	2

#	ARTICLE	IF	CITATIONS
55	Effects of verbal and visual support on learning by tablet-based drawing. Computers and Education, 2022, 181, 104460.	5.1	2
56	Revisiting the Effects of Gender Diversity in Small Groups on Divergent Thinking: A Large-Scale Study Using Synchronous Electronic Brainstorming. Frontiers in Psychology, 2021, 12, 723235.	1.1	2
57	Supervised Automatic Interpretation of Technical Documents: When Interruption is a Time Saver. Perceptual and Motor Skills, 2015, 120, 67-83.	0.6	1
58	Linking Multimedia Content for Efficient News Browsing. , 2017, , .		1
59	A Study of Gender Similarity Between Animated Pedagogical Agents and Young Learners. Lecture Notes in Computer Science, 2016, , 510-517.	1.0	1
60	AsymÃ©trie du transfert modal lors d'un dialogue personne-machine. , 2005, , .		0
61	Conception et Ã©valuation expÃ©rimentale d'interfaces de saisie stylo pour systÃªmes mobiles de petites tailles. , 2005, , .		0
62	Ordre des informations et effet de modalitÃ© pour une recherche de restaurants. , 2006, , .		0
63	StratÃ©gies de dialogue et de prÃ©sentation multimodale. , 2007, , .		0
64	Quel(s) facteur(s) de diffÃ©renciation interindividuelle dans l'utilisation d'un document hypermÃ©dia en contexte d'apprentissage?. , 2008, , .		0
65	Induction and Evaluation of Affects for Facial Motion Capture. Lecture Notes in Computer Science, 2007, , 721-722.	1.0	0
66	Personalized listening system while driving. , 2018, , .		0
67	Nonspecific Effects of Normal Aging on Taxonomic and Thematic Semantic Processing. Experimental Aging Research, 2022, , 1-23.	0.6	0