

Eric Jamet

List of Publications by Year in descending order

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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	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
2	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
3	Effects of verbal and visual support on learning by tablet-based drawing. <i>Computers and Education</i> , 2022, 181, 104460.	5.1	2
4	Nonspecific Effects of Normal Aging on Taxonomic and Thematic Semantic Processing. <i>Experimental Aging Research</i> , 2022, , 1-23.	0.6	0
5	Improving studentsâ€™ learning by providing a graphic organizer after a multimedia document. <i>British Journal of Educational Technology</i> , 2021, 52, 252-265.	3.9	8
6	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
7	Socio-Emotional Competencies and School Performance in Adolescence: What Role for School Adjustment?. <i>Frontiers in Psychology</i> , 2021, 12, 640661.	1.1	3
8	Revisiting the Effects of Gender Diversity in Small Groups on Divergent Thinking: A Large-Scale Study Using Synchronous Electronic Brainstorming. <i>Frontiers in Psychology</i> , 2021, 12, 723235.	1.1	2
9	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
10	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
11	Does multitasking in the classroom affect learning outcomes? A naturalistic study. <i>Computers in Human Behavior</i> , 2020, 106, 106264.	5.1	49
12	Overreliance on thematic knowledge in semantic dementia: Evidence from an eye-tracking paradigm.. <i>Neuropsychology</i> , 2020, 34, 331-349.	1.0	3
13	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
14	Asking students to be active learners: the effects of totally or partially self-generating a graphic organizer on studentsâ€™ learning performances. <i>Instructional Science</i> , 2019, 47, 463-480.	1.1	7
15	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
16	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
17	Effects of segmentation and pacing on procedural learning by video. <i>Computers in Human Behavior</i> , 2018, 89, 411-417.	5.1	76
18	The role of scaffolding in improving information seeking in videos. <i>Journal of Computer Assisted Learning</i> , 2018, 34, 960-969.	3.3	7

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19	Does self-generating a graphic organizer while reading improve students' learning?. Computers and Education, 2018, 126, 13-22.	5.1	18
20	Understanding the effects of a teacher video on learning from a multimedia document: an eye-tracking study. Educational Technology Research and Development, 2018, 66, 1415-1433.	2.0	39
21	Personalized listening system while driving. , 2018, , .		0
22	What drives corporate carsharing acceptance? A French case study. Transportation Research Part F: Traffic Psychology and Behaviour, 2017, 45, 218-227.	1.8	53
23	Facilitating information-seeking activity in instructional videos: The combined effects of micro- and macroscaffolding. Computers in Human Behavior, 2017, 74, 294-302.	5.1	16
24	Linking Multimedia Content for Efficient News Browsing. , 2017, , .		1
25	Effects of Stereoscopic Display on Learning and User Experience in an Educational Virtual Environment. International Journal of Human-Computer Interaction, 2017, 33, 115-122.	3.3	33
26	Extending the testing effect to self-regulated learning. Metacognition and Learning, 2017, 12, 131-156.	1.3	29
27	Evaluation of technological products in mobility context. , 2016, , .		2
28	Effect of additional warning sounds on pedestriansâ€™ detection of electric vehicles: An ecological approach. Accident Analysis and Prevention, 2016, 97, 176-185.	3.0	13
29	The effects of goal-oriented instructions in digital game-based learning. Interactive Learning Environments, 2016, 24, 1744-1757.	4.4	16
30	Enhancing interactive tutorial effectiveness through visual cueing. Educational Technology Research and Development, 2016, 64, 631-641.	2.0	10
31	Shaping-Up Multimedia Analytics: Needs and Expectations of Media Professionals. Lecture Notes in Computer Science, 2016, , 303-314.	1.0	5
32	A Study of Gender Similarity Between Animated Pedagogical Agents and Young Learners. Lecture Notes in Computer Science, 2016, , 510-517.	1.0	1
33	What links between user experience and acceptability?. , 2015, , .		6
34	Supervised Automatic Interpretation of Technical Documents: When Interruption is a Time Saver. Perceptual and Motor Skills, 2015, 120, 67-83.	0.6	1
35	Interactive interpretation of structured documents: Application to the recognition of handwritten architectural plans. Pattern Recognition, 2015, 48, 2446-2458.	5.1	11
36	Application of the Resources Model to the Supervision of an Automated Process. Human-Computer Interaction, 2015, 30, 103-121.	3.1	3

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37	The eyes of creativity: Impact of social comparison and individual creativity on performance and attention to othersâ€™ ideas during electronic brainstorming. Computers in Human Behavior, 2015, 42, 57-67.	5.1	42
38	Assessing neurosurgical nonâ€ technical skills: an exploratory study of a new behavioural marker system. Journal of Evaluation in Clinical Practice, 2014, 20, 582-588.	0.9	14
39	An eye-tracking study of cueing effects in multimedia learning. Computers in Human Behavior, 2014, 32, 47-53.	5.1	118
40	Facilitating the comparison of multiple visual items on screen: The example of electronic architectural plan correction. Applied Ergonomics, 2014, 45, 601-607.	1.7	5
41	Digital game-based learning: Impact of instructions and feedback on motivation and learning effectiveness. Computers and Education, 2013, 67, 156-167.	5.1	372
42	User-Centered Design of an Interactive Off-Line Handwritten Architectural Floor Plan Recognition. , 2013, , .		2
43	Towards Specifications for Automatic Recognition Software: An Example of a User-Centred Design. Journal of Software Engineering and Applications, 2013, 06, 1-4.	0.8	3
44	Semi-customizable Gestural Commands Approach and Its Evaluation. , 2012, , .		6
45	Does textual feedback hinder spoken interaction in natural language?. Ergonomics, 2010, 53, 43-55.	1.1	9
46	Using video and static pictures to improve learning of procedural contents. Computers in Human Behavior, 2009, 25, 354-359.	5.1	137
47	The role of working memory components in multimedia comprehension. Applied Cognitive Psychology, 2008, 22, 353-374.	0.9	69
48	Peut-on concevoir des documents Ã©lectroniques plus efficaces ? Lâ€™exemple des diaporamas. Revue Europeenne De Psychologie Appliquee, 2008, 58, 185-198.	0.4	7
49	Attention guiding in multimedia learning. Learning and Instruction, 2008, 18, 135-145.	1.9	112
50	Quel outil d'Ã©valuation de l'acceptabilitÃ© des nouvelles technologies pour des Ã©tudes francophones?. , 2008, , .		4
51	Quel(s) facteur(s) de diffÃ©renciation interindividuelle dans l'utilisation d'un document hypermÃ©dia en contexte d'apprentissage?. , 2008, , .		0
52	Levels of Verbal Redundancy, Note-Taking and Multimedia Learning. , 2008, , 79-101.		7
53	StratÃ©gies de dialogue et de prÃ©sentation multimodale. , 2007, , .		0
54	Effects of Speech- and Text-Based Interaction Modes in Natural Language Human-Computer Dialogue. Human Factors, 2007, 49, 1045-1053.	2.1	14

#	ARTICLE	IF	CITATIONS
55	The effect of redundant text in multimedia instruction. Contemporary Educational Psychology, 2007, 32, 588-598.	1.6	81
56	Effect of modality on collaboration with a dialogue system. International Journal of Human Computer Studies, 2007, 65, 983-991.	3.7	21
57	Subjective Measurement of Workload Related to a Multimodal Interaction Task: NASA-TLX vs. Workload Profile. Lecture Notes in Computer Science, 2007, , 60-69.	1.0	4
58	Induction and Evaluation of Affects for Facial Motion Capture. Lecture Notes in Computer Science, 2007, , 721-722.	1.0	0
59	Les effets de l'intégration spatiale de fenêtres ponctuelles sur la compréhension de documents illustrés. Psychologie Française, 2006, 51, 73-86.	0.2	7
60	Using pop-up windows to improve multimedia learning. Journal of Computer Assisted Learning, 2006, 22, 137-147.	3.3	36
61	Mode and modal transfer effects on performance and discourse organization with an information retrieval dialogue system in natural language. Computers in Human Behavior, 2006, 22, 467-500.	5.1	14
62	Ordre des informations et effet de modalité pour une recherche de restaurants. , 2006, , .		0
63	Asymétrie du transfert modal lors d'un dialogue personne-machine. , 2005, , .		0
64	Conception et évaluation expérimentale d'interfaces de saisie stylo pour systèmes mobiles de petites tailles. , 2005, , .		0
65	Searching information with a natural language dialogue system: a comparison of spoken vs. written modalities. Applied Ergonomics, 2004, 35, 557-564.	1.7	18
66	Comment présenter l'information dans les documents numériques éducatifs ? Une approche de psychologie cognitive. Document Numerique, 2003, 7, 25-38.	0.2	2
67	A French Corpus for Distant-Microphone Speech Processing in Real Homes. , 0, , .		11