Î¤hanasis Daradoumis

List of Publications by Year
in descending order

133 papers	1,546 citations	471509 17 h-index	501196 28 g-index
141 all docs	141 docs citations	141 times ranked	1027 citing authors

#	Article	IF	Citations
1	A Review on Massive E-Learning (MOOC) Design, Delivery and Assessment. , 2013, , .		185
2	Rediscovering the use of chatbots in education: A systematic literature review. Computer Applications in Engineering Education, 2020, 28, 1549-1565.	3.4	121
3	A layered framework for evaluating on-line collaborative learning interactions. International Journal of Human Computer Studies, 2006, 64, 622-635.	5.6	95
4	Improvement of JXTA Protocols for Supporting Reliable Distributed Applications in P2P Systems. , 2007, , 345-354.		60
5	Analyzing the educational design, use and effect of spatial games for cultural heritage: A literature review. Computers and Education, 2017, 108, 1-10.	8.3	56
6	Providing effective feedback, monitoring and evaluation to on-line collaborative learning discussions. Computers in Human Behavior, 2011, 27, 1372-1381.	8.5	44
7	Emotion Measurement in Intelligent Tutoring Systems: What, When and How to Measure. , 2011, , .		41
8	Evaluation of the Effectiveness of a Web-Based Learning Design for Adult Computer Science Courses. IEEE Transactions on Education, 2011, 54, 374-380.	2.4	39
9	Using Learning Analytics for Preserving Academic Integrity. International Review of Research in Open and Distance Learning, 2017, 18, .	1.8	39
10	Analyzing students' perceptions to improve the design of an automated assessment tool in online distributed programming. Computers and Education, 2019, 128, 159-170.	8.3	36
11	Endowing e-Learning Systems with Emotion Awareness. , 2011, , .		34
12	Analyzing the effects of emotion management on time and self-management in computer-based learning. Computers in Human Behavior, 2016, 63, 517-529.	8.5	29
13	ENHANCING KNOWLEDGE MANAGEMENT IN ONLINE COLLABORATIVE LEARNING. International Journal of Software Engineering and Knowledge Engineering, 2010, 20, 485-497.	0.8	26
14	Embedding emotion awareness into e-learning environments. International Journal of Emerging Technologies in Learning, 2014, 9, 39.	1.3	26
15	An Integrated Approach for Analysing and Assessing the Performance of Virtual Learning Groups. Lecture Notes in Computer Science, 2004, , 289-304.	1.3	25
16	SAMOS: a model for monitoring students' and groups' activities in collaborative e-learning. International Journal of Learning Technology, 2009, 4, 53.	0.2	24
17	Games and simulation in higher education. International Journal of Educational Technology in Higher Education, 2017, 14, .	7.6	24
18	Customer Relationship Management applied to higher education: developing an e-monitoring system to improve relationships in electronic learning environments. International Journal of Services, Technology and Management, 2010, 14, 103.	0.1	22

#	Article	IF	Citations
19	Providing emotion awareness and affective feedback to virtualised collaborative learning scenarios. International Journal of Continuing Engineering Education and Life-Long Learning, 2014, 24, 141.	0.2	20
20	<scp>CC</scp>â€"<scp>LR</scp>: providing interactive, challenging and attractive <scp>C</scp>ollaborative <scp>C</scp>omplex <scp>L</scp>earning <scp>R</scp>esources. Journal of Computer Assisted Learning, 2014, 30, 51-67.	5.1	19
21	An integrative review of security and integrity strategies in an academic environment: Current understanding and emerging perspectives. Computers and Security, 2018, 76, 50-70.	6.0	19
22	A model for providing emotion awareness and feedback using fuzzy logic in online learning. Soft Computing, 2018, 22, 963-977.	3.6	19
23	Jxta-Overlay: An interface for efficient peer selection in P2P JXTA-based systems. Computer Standards and Interfaces, 2009, 31, 886-893.	5.4	17
24	A data analysis model based on control charts to monitor online learning processes. International Journal of Business Intelligence and Data Mining, 2009, 4, 159.	0.2	17
25	Software Agents in Large Scale Open E-learning: A Critical Component for the Future of Massive Online Courses (MOOCs). , 2014, , .		17
26	Developing an Information System for Monitoring Student's Activity in Online Collaborative Learning. , 2008, , .		15
27	A Behavioral Biometrics Based and Machine Learning Aided Framework for Academic Integrity in E-Assessment. , 2016, , .		15
28	Connecting moments of creativity, computational thinking, collaboration and new media literacy skills. Information and Learning Science, 2019, 120, 704-722.	1.3	15
29	A Grid-Based Approach for Processing Group Activity Log Files. Lecture Notes in Computer Science, 2004, , 175-186.	1.3	15
30	Scheduling in Multiprocessor System Using Genetic Algorithms. , 2008, , .		13
31	Design of an emotion aware e-learning system. International Journal of Knowledge and Learning, 2012, 8, 219.	0.2	13
32	Measuring the Impact of Emotion Awareness on e-learning Situations. , 2013, , .		13
33	Monitoring Activity in E-Learning. , 2010, , 111-130.		12
34	LaCOLLA: Middleware for Self-Sufficient Online Collaboration. IEEE Internet Computing, 2007, 11, 56-64.	3.3	11
35	A Framework for Designing Computer Supported Learning Systems with Sensibility. International Journal of E-Collaboration, 2013, 9, 57-70.	0.5	11
36	Teaching Cultural Heritage through a Narrative-based Game. Journal on Computing and Cultural Heritage, 2020, 13, 1-28.	2.1	11

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37	A Grid-Aware Implementation for Providing Effective Feedback to On-Line Learning Groups. Lecture Notes in Computer Science, 2005, , 274-283.	1.3	10
38	Knowledge extraction and representation of collaborative activity through ontology-based and Social Network Analysis technologies. International Journal of Business Intelligence and Data Mining, 2009, 4, 141.	0.2	9
39	An Ontology about Emotion Awareness and Affective Feedback in Elearning. , 2015, , .		9
40	Providing a Multi-fold Assessment Framework to Virtualized Collaborative Learning in Support for Engineering Education. International Journal of Emerging Technologies in Learning, 2016, 11, 41.	1.3	9
41	Efficient Embedding of Information and Knowledge into CSCL Applications. , 2007, , 548-559.		9
42	A Service-Oriented Platform for the Enhancement and Effectiveness of the Collaborative Learning Process in Distributed Environments. , 2007, , 1280-1287.		9
43	A Framework for Assessing Self, Peer, and Group Performance in E-Learning. , 0, , 279-294.		9
44	A Generic Platform for the Systematic Construction of Knowledge-based Collaborative Learning Applications. , 2008, , 219-242.		9
45	Current Trends in Emotional e-Learning: New Perspectives for Enhancing Emotional Intelligence. , 2013, , .		8
46	Convergence among imagination, social-emotional learning and media literacy: an integrative literature review. Early Child Development and Care, 2022, 192, 173-186.	1.3	8
47	Analysing the role of a pedagogical agent in psychological and cognitive preparatory activities. Journal of Computer Assisted Learning, 2021, 37, 1167-1180.	5.1	8
48	Expertiza. , 2010, , 75-96.		8
49	A Model for Monitoring and Evaluating CSCL. , 2010, , 149-170.		8
50	A K-6 computational thinking curricular framework: pedagogical implications for teaching practice. Interactive Learning Environments, 2023, 31, 4903-4923.	6.4	8
51	Extension and evaluation of JXTA protocols for supporting reliable P2P distributed computing. International Journal of Web Information Systems, 2008, 4, 121-135.	2.4	7
52	Towards an Emotion Labeling Model to Detect Emotions in Educational Discourse. , 2014, , .		7
53	Characterizing Social Network E-Assessment in Collaborative Complex Learning Resources. , 2014, , .		7
54	Time-Shifted Online Collaboration. , 2010, , 55-73.		7

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55	Computational Intelligence for Technology Enhanced Learning. Studies in Computational Intelligence, 2010, , .	0.9	6
56	Towards a Multi-fold Assessment Approach to Enrich the Virtualization of Collaborative Learning. , 2012, , .		6
57	Building Intelligent Emotion Awareness for Improving Collaborative E-Learning. , 2013, , .		6
58	Exploring Multiple Intelligence Theory Prospects as a Vehicle for Discovering the Relationship of Neuroeducation with Imaginative/Waldorf Pedagogy: A Systematic Literature Review. Education Sciences, 2020, 10, 334.	2.6	6
59	Supporting the composition of effective virtual groups for collaborative learning. , 0, , .		5
60	Extending JXTA Protocols for P2P File Sharing Systems. , 2008, , .		5
61	Exploring the value of audience collaboration and game design in immersive virtual learning environments. , 2010, , .		5
62	A distributed systems laboratory that helps students accomplish their assignments through self-regulation of behavior. Educational Technology Research and Development, 2021, 69, 1077-1099.	2.8	5
63	Using Collaboration Strategies to Support the Monitoring of Online Collaborative Learning Activity. Communications in Computer and Information Science, 2010, , 271-277.	0.5	5
64	Nonverbal Communication as a Means to Support Collaborative Interaction Assessment in 3D Virtual Environments for Learning. , 2010, , 172-197.		5
65	Unplugged computational thinking at K-6 education: evidence from a multiple-case study in Spain. Education 3-13, 2023, 51, 948-965.	1.0	5
66	A Five-Layer Approach in Collaborative Learning Systems Design with Respect to Emotion. , 2010, , .		4
67	A Method for Thematic and Structural Visualization of Academic Content. , 2017, , .		4
68	Using a Story-Driven Board Game to Engage Students and Adults With Cultural Heritage. International Journal of Game-Based Learning, 2021, 11, 1-19.	1.4	4
69	Exploring Interaction Behaviour and Performance of Online Collaborative Learning Teams. Lecture Notes in Computer Science, 2003, , 126-134.	1.3	4
70	Enabling Efficient Real Time User Modeling in On-Line Campus. Lecture Notes in Computer Science, 2007, , 365-369.	1.3	4
71	An Ontological Structure for Gathering and Sharing Knowledge among Scientists through Experiment Modeling. , 0, , 165-179.		4
72	Computer-Supported Collaboration in Language Learning. , 2010, , 218-234.		4

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73	Collaborative Learning Design within Open Source E-Learning Systems. , 0, , 212-233.		4
74	Critical Thinking as a Framework for Structuring Synchronous and Asynchronous Communication within Learning Design-Based E-Learning Systems. Studies in Computational Intelligence, 2009, , 83-98.	0.9	4
75	Using Rhetorical Relations in Building a Coherent Conversational Teaching Session. , 1995, , 56-71.		4
76	Gridifying IBM's Generic Log Adapter to Speed-Up the Processing of Log Data. , 2007, , .		3
77	Efficient Peer Selection in P2P JXTA-Based Platforms. , 2008, , .		3
78	Constructing a Multi-agent System for Discovering the Meaning over Natural-Language Collaborative Conversations. Studies in Computational Intelligence, 2009, , 99-112.	0.9	3
79	A Network Analysis Method for Selecting Personalized Content in e-Learning Programs. , 2013, , .		3
80	A Study of Using SmartBox to Embed Emotion Awareness through Stimulation into E-learning Environments. , 2014, , .		3
81	Open Proctor: An Academic Integrity Tool for the Open Learning Environment. Lecture Notes on Data Engineering and Communications Technologies, 2018, , 262-273.	0.7	3
82	Fruitful student interactions and perceived learning improvement in DSLab: A dynamic assessment tool for distributed programming. British Journal of Educational Technology, 2020, 51, 53-70.	6.3	3
83	Monitoring Students' Activity and Performance in Online Higher Education. , 2010, , 131-148.		3
84	A Neural Approach for Modeling the Inference of Awareness in Computer-Supported Collaboration. Lecture Notes in Computer Science, 2006, , 464-469.	1.3	3
85	Towards Collaborative Complex Learning Objects by the Virtualization of Collaborative Sessions. Communications in Computer and Information Science, 2013, , 344-350.	0.5	3
86	Developing social-emotional skills through imaginative teaching methods in elementary education. Early Child Development and Care, 0, , 1-16.	1.3	3
87	Thinking Dimensions as a Foundation of Learning Design. , 2009, , .		2
88	Automatic composition of Learning Grid Portlets: a comparison of syntactic and semantic approaches. International Journal of Grid and Utility Computing, 2009, 1, 308.	0.2	2
89	A Multi-fold Time Approach to Address Emotions in Live and Virtualized Collaborative Learning. , 2012, , .		2
90	E-Assessment of Individual and Group Learning Processes. Journal of Computational and Theoretical Nanoscience, 2012, 9, 286-303.	0.4	2

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91	Managing CSCL Activity through networking models. International Journal of Emerging Technologies in Learning, 2014, 9, 56.	1.3	2
92	Providing Cognitive and Social Networking Assessment to Virtualized Collaborative Learning in Engineering Courses. , 2014, , .		2
93	A Methodology to Evaluate Complex Learning Resources to Improve e-Assessment from Collaborative and Networking Settings. , 2015, , .		2
94	Improving e-Assessment in Collaborative and Social Learning Settings. , 2015, , .		2
95	A Fuzzy-Based Approach for Classifying Students' Emotional States in Online Collaborative Work. , 2016, , .		2
96	A Robust and Non-invasive Strategy for Preserving Academic Integrity in an Open and Distance Learning Environment. , 2017, , .		2
97	Using a Notification, Recommendation and Monitoring System to Improve Interaction in an Automated Assessment Tool: An Analysis of Students' Perceptions. International Journal of Human-Computer Interaction, 2022, 38, 351-370.	4.8	2
98	Using a distributed systems laboratory to facilitate students' cognitive, metacognitive and critical thinking strategy use. Journal of Computer Assisted Learning, 2022, 38, 209-222.	5.1	2
99	Problems and Opportunities of Learning Together in a Virtual Learning Environment. , 2005, , 218-233.		2
100	Proposal of a Set of Reports for Students' Tracking and Assessing in E-Learning Platforms. , 2010, , 235-261.		2
101	Web-Based Multimedia Tools for Monitoring and E-Learning. , 2010, , 1-21.		2
102	Adapting the Collaborative Strategy 'Students Team Achievement Divisions' in an Information Technology Work Place. Studies in Computational Intelligence, 2012, , 131-153.	0.9	2
103	Enhancing students' beliefs regarding programming self-efficacy and intrinsic value of an online distributed Programming Environment. Journal of Computing in Higher Education, 2022, 34, 577-607.	6.1	2
104	Semantic Description of Grid Based Learning Services. Lecture Notes in Computer Science, 2006, , 509-518.	1.3	1
105	An Experimental Study on Peer Selection in a P2P Network over PlanetLab. , 2007, , .		1
106	A Quantitative Treatment to Data from Computer-Supported Collaboration: An Ontological Approach. , 2008, , .		1
107	Prototyping a Cognitive Assessment System to Enrich the Virtualization of Collaborative Learning. , 2013, , .		1
108	Current Trends in CSCL Orchestration -- New Perspectives for Improving CSCL Orchestration in a Language Learning Environment. , 2014, , .		1

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109	Waldorf inspired hyper-imaginative learning trajectories: developing new media literacies in elementary education. Early Child Development and Care, 2021, 191, 1287-1301.	1.3	1
110	Virtual Co Learner. , 2010, , 41-54.		1
111	A Network Analysis Method for Tailoring Academic Programs. Advances in Wireless Technologies and Telecommunication Book Series, 2016, , 396-417.	0.4	1
112	STUDENTS' MOTIVATIONS OF ENGLISH LANGUAGE LEARNING IN GREECE IN AN ERA OF FINANCIAL CRISIS: EMPIRICAL STUDY OF SECONDARY SCHOOL AND UNIVERSITY STUDENTS' PERCEPTIONS. , 2016, , .		1
113	Extending the scope of asynchronous collaboration: a matter of being autonomous and self-sufficient. , 0, , .		0
114	A Conceptual Model for Grid Learning Services Automatic Composition. , 2007, , 40-41.		0
115	Using a Grid Platform for Enabling Real Time User Modeling in On-line Campus. , 2007, , .		0
116	Efficient Interaction Analysis for an Effective Provision of Knowledge about the Discussion Process to CSCL Practices. , 2008, , .		0
117	Toward a Semantic Approach for Automatic Composition of Learning Grid Services. , 2008, , .		0
118	Evaluation of Clustering Techniques for Efficient Searching in JXTA-based P2P Systems. , 2008, , .		0
119	Towards the Construction of a Multi-agent Approach for Discovering the Meaning of Natural Language Collaborative Conversations. , 2008, , .		0
120	CESA 2008-Welcome Message from the Organizers. , 2008, , .		0
121	Welcome Message from the IWASCL 2010 Chairs. , 2010, , .		0
122	Using a Real Internet-Scale Environment for Protocol Testing in Undergraduate Courses: Students' Behaviour and Feedback. International Journal of Electrical Engineering and Education, 2012, 49, 74-87.	0.8	0
123	Improvement of Self-Assessment Effectiveness by Activity Monitoring and Analysis. , 2010, , 198-217.		0
124	Improving the Performance of Virtual Teams through Team Dynamics. , 2010, , 97-110.		0
125	Exploring Learning through Audience Interaction in Virtual Reality Dome Theaters. Communications in Computer and Information Science, 2010, , 444-448.	0.5	0
126	Standardization in User Modeling and Learning Objects Retrieval. , 2010, , 22-40.		0

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127	Employing Collaborative Learning Strategies and Tools for Engaging University Students in Collaborative Study and Writing. , 2011, , 183-205.		0
128	Towards a Social-Emotional e-Learning System. Communications in Computer and Information Science, 2013, , 323-329.	0.5	0
129	A Procedural Learning and Institutional Analytics Framework. Lecture Notes on Data Engineering and Communications Technologies, 2018, , 27-46.	0.7	0
130	Studying the Suitability of Discourse Analysis Methods for Emotion Detection and Interpretation in Computer-Mediated Educational Discourse. Advances in Human and Social Aspects of Technology Book Series, 0, , 119-143.	0.3	0
131	Studying the Suitability of Discourse Analysis Methods for Emotion Detection and Interpretation in Computer-Mediated Educational Discourse. , 0, , 1774-1799.		0
132	Toward a Holistic Pedagogical Approach in K-6 Education: Evidence From a Multiple-Case Study in Spain. Journal of Research in Childhood Education, 0, , 1-23.	1.0	0
133	Using learning analytics to support STEAM students' academic achievement and self-regulated learning. Research on Education and Media, 2022, 14, 36-45.	0.2	0