

Îøhanasis Daradoumis

List of Publications by Year in descending order

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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 K-6 computational thinking curricular framework: pedagogical implications for teaching practice. <i>Interactive Learning Environments</i> , 2023, 31, 4903-4923.	6.4	8
2	Unplugged computational thinking at K-6 education: evidence from a multiple-case study in Spain. <i>Education 3-13</i> , 2023, 51, 948-965.	1.0	5
3	Convergence among imagination, social-emotional learning and media literacy: an integrative literature review. <i>Early Child Development and Care</i> , 2022, 192, 173-186.	1.3	8
4	Using a Notification, Recommendation and Monitoring System to Improve Interaction in an Automated Assessment Tool: An Analysis of Students' Perceptions. <i>International Journal of Human-Computer Interaction</i> , 2022, 38, 351-370.	4.8	2
5	Using a distributed systems laboratory to facilitate students' cognitive, metacognitive and critical thinking strategy use. <i>Journal of Computer Assisted Learning</i> , 2022, 38, 209-222.	5.1	2
6	Enhancing students' beliefs regarding programming self-efficacy and intrinsic value of an online distributed Programming Environment. <i>Journal of Computing in Higher Education</i> , 2022, 34, 577-607.	6.1	2
7	Using learning analytics to support STEAM students' academic achievement and self-regulated learning. <i>Research on Education and Media</i> , 2022, 14, 36-45.	0.2	0
8	Waldorf inspired hyper-imaginative learning trajectories: developing new media literacies in elementary education. <i>Early Child Development and Care</i> , 2021, 191, 1287-1301.	1.3	1
9	A distributed systems laboratory that helps students accomplish their assignments through self-regulation of behavior. <i>Educational Technology Research and Development</i> , 2021, 69, 1077-1099.	2.8	5
10	Using a Story-Driven Board Game to Engage Students and Adults With Cultural Heritage. <i>International Journal of Game-Based Learning</i> , 2021, 11, 1-19.	1.4	4
11	Analysing the role of a pedagogical agent in psychological and cognitive preparatory activities. <i>Journal of Computer Assisted Learning</i> , 2021, 37, 1167-1180.	5.1	8
12	Fruitful student interactions and perceived learning improvement in DSLab: A dynamic assessment tool for distributed programming. <i>British Journal of Educational Technology</i> , 2020, 51, 53-70.	6.3	3
13	Exploring Multiple Intelligence Theory Prospects as a Vehicle for Discovering the Relationship of Neuroeducation with Imaginative/Waldorf Pedagogy: A Systematic Literature Review. <i>Education Sciences</i> , 2020, 10, 334.	2.6	6
14	Rediscovering the use of chatbots in education: A systematic literature review. <i>Computer Applications in Engineering Education</i> , 2020, 28, 1549-1565.	3.4	121
15	Teaching Cultural Heritage through a Narrative-based Game. <i>Journal on Computing and Cultural Heritage</i> , 2020, 13, 1-28.	2.1	11
16	Connecting moments of creativity, computational thinking, collaboration and new media literacy skills. <i>Information and Learning Science</i> , 2019, 120, 704-722.	1.3	15
17	Analyzing students' perceptions to improve the design of an automated assessment tool in online distributed programming. <i>Computers and Education</i> , 2019, 128, 159-170.	8.3	36
18	An integrative review of security and integrity strategies in an academic environment: Current understanding and emerging perspectives. <i>Computers and Security</i> , 2018, 76, 50-70.	6.0	19

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19	A model for providing emotion awareness and feedback using fuzzy logic in online learning. <i>Soft Computing</i> , 2018, 22, 963-977.	3.6	19
20	Open Proctor: An Academic Integrity Tool for the Open Learning Environment. <i>Lecture Notes on Data Engineering and Communications Technologies</i> , 2018, , 262-273.	0.7	3
21	A Procedural Learning and Institutional Analytics Framework. <i>Lecture Notes on Data Engineering and Communications Technologies</i> , 2018, , 27-46.	0.7	0
22	Analyzing the educational design, use and effect of spatial games for cultural heritage: A literature review. <i>Computers and Education</i> , 2017, 108, 1-10.	8.3	56
23	A Method for Thematic and Structural Visualization of Academic Content. , 2017, , .		4
24	A Robust and Non-invasive Strategy for Preserving Academic Integrity in an Open and Distance Learning Environment. , 2017, , .		2
25	Games and simulation in higher education. <i>International Journal of Educational Technology in Higher Education</i> , 2017, 14, .	7.6	24
26	Using Learning Analytics for Preserving Academic Integrity. <i>International Review of Research in Open and Distance Learning</i> , 2017, 18, .	1.8	39
27	Providing a Multi-fold Assessment Framework to Virtualized Collaborative Learning in Support for Engineering Education. <i>International Journal of Emerging Technologies in Learning</i> , 2016, 11, 41.	1.3	9
28	A Fuzzy-Based Approach for Classifying Students' Emotional States in Online Collaborative Work. , 2016, , .		2
29	A Behavioral Biometrics Based and Machine Learning Aided Framework for Academic Integrity in E-Assessment. , 2016, , .		15
30	Analyzing the effects of emotion management on time and self-management in computer-based learning. <i>Computers in Human Behavior</i> , 2016, 63, 517-529.	8.5	29
31	A Network Analysis Method for Tailoring Academic Programs. <i>Advances in Wireless Technologies and Telecommunication Book Series</i> , 2016, , 396-417.	0.4	1
32	STUDENTSâ€™ MOTIVATIONS OF ENGLISH LANGUAGE LEARNING IN GREECE IN AN ERA OF FINANCIAL CRISIS: EMPIRICAL STUDY OF SECONDARY SCHOOL AND UNIVERSITY STUDENTSâ€™ PERCEPTIONS. , 2016, , .		1
33	An Ontology about Emotion Awareness and Affective Feedback in Elearning. , 2015, , .		9
34	A Methodology to Evaluate Complex Learning Resources to Improve e-Assessment from Collaborative and Networking Settings. , 2015, , .		2
35	Improving e-Assessment in Collaborative and Social Learning Settings. , 2015, , .		2
36	Managing CSCL Activity through networking models. <i>International Journal of Emerging Technologies in Learning</i> , 2014, 9, 56.	1.3	2

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37	Embedding emotion awareness into e-learning environments. International Journal of Emerging Technologies in Learning, 2014, 9, 39.	1.3	26
38	Software Agents in Large Scale Open E-learning: A Critical Component for the Future of Massive Online Courses (MOOCs). , 2014, , .		17
39	<scp>CC</scp>â€œ<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
40	Towards an Emotion Labeling Model to Detect Emotions in Educational Discourse. , 2014, , .		7
41	A Study of Using SmartBox to Embed Emotion Awareness through Stimulation into E-learning Environments. , 2014, , .		3
42	Characterizing Social Network E-Assessment in Collaborative Complex Learning Resources. , 2014, , .		7
43	Current Trends in CSCL Orchestration -- New Perspectives for Improving CSCL Orchestration in a Language Learning Environment. , 2014, , .		1
44	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
45	Providing Cognitive and Social Networking Assessment to Virtualized Collaborative Learning in Engineering Courses. , 2014, , .		2
46	A Review on Massive E-Learning (MOOC) Design, Delivery and Assessment. , 2013, , .		185
47	A Network Analysis Method for Selecting Personalized Content in e-Learning Programs. , 2013, , .		3
48	Prototyping a Cognitive Assessment System to Enrich the Virtualization of Collaborative Learning. , 2013, , .		1
49	Measuring the Impact of Emotion Awareness on e-learning Situations. , 2013, , .		13
50	Building Intelligent Emotion Awareness for Improving Collaborative E-Learning. , 2013, , .		6
51	Current Trends in Emotional e-Learning: New Perspectives for Enhancing Emotional Intelligence. , 2013, , .		8
52	A Framework for Designing Computer Supported Learning Systems with Sensibility. International Journal of E-Collaboration, 2013, 9, 57-70.	0.5	11
53	Towards a Social-Emotional e-Learning System. Communications in Computer and Information Science, 2013, , 323-329.	0.5	0
54	Towards Collaborative Complex Learning Objects by the Virtualization of Collaborative Sessions. Communications in Computer and Information Science, 2013, , 344-350.	0.5	3

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55	Towards a Multi-fold Assessment Approach to Enrich the Virtualization of Collaborative Learning. , 2012, , .		6
56	A Multi-fold Time Approach to Address Emotions in Live and Virtualized Collaborative Learning. , 2012, , .		2
57	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
58	E-Assessment of Individual and Group Learning Processes. Journal of Computational and Theoretical Nanoscience, 2012, 9, 286-303.	0.4	2
59	Design of an emotion aware e-learning system. International Journal of Knowledge and Learning, 2012, 8, 219.	0.2	13
60	Adapting the Collaborative Strategy "Students Team Achievement Divisions"™ in an Information Technology Work Place. Studies in Computational Intelligence, 2012, , 131-153.	0.9	2
61	Emotion Measurement in Intelligent Tutoring Systems: What, When and How to Measure. , 2011, , .		41
62	Endowing e-Learning Systems with Emotion Awareness. , 2011, , .		34
63	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
64	Providing effective feedback, monitoring and evaluation to on-line collaborative learning discussions. Computers in Human Behavior, 2011, 27, 1372-1381.	8.5	44
65	Employing Collaborative Learning Strategies and Tools for Engaging University Students in Collaborative Study and Writing. , 2011, , 183-205.		0
66	ENHANCING KNOWLEDGE MANAGEMENT IN ONLINE COLLABORATIVE LEARNING. International Journal of Software Engineering and Knowledge Engineering, 2010, 20, 485-497.	0.8	26
67	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
68	Exploring the value of audience collaboration and game design in immersive virtual learning environments. , 2010, , .		5
69	Welcome Message from the IWASCL 2010 Chairs. , 2010, , .		0
70	A Five-Layer Approach in Collaborative Learning Systems Design with Respect to Emotion. , 2010, , .		4
71	Computational Intelligence for Technology Enhanced Learning. Studies in Computational Intelligence, 2010, , .	0.9	6
72	Using Collaboration Strategies to Support the Monitoring of Online Collaborative Learning Activity. Communications in Computer and Information Science, 2010, , 271-277.	0.5	5

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73	Virtual Co Learner. , 2010, , 41-54.		1
74	Time-Shifted Online Collaboration. , 2010, , 55-73.		7
75	Expertiza. , 2010, , 75-96.		8
76	Monitoring Activity in E-Learning. , 2010, , 111-130.		12
77	Monitoring Students' Activity and Performance in Online Higher Education. , 2010, , 131-148.		3
78	A Model for Monitoring and Evaluating CSCL. , 2010, , 149-170.		8
79	Nonverbal Communication as a Means to Support Collaborative Interaction Assessment in 3D Virtual Environments for Learning. , 2010, , 172-197.		5
80	Computer-Supported Collaboration in Language Learning. , 2010, , 218-234.		4
81	Improvement of Self-Assessment Effectiveness by Activity Monitoring and Analysis. , 2010, , 198-217.		0
82	Improving the Performance of Virtual Teams through Team Dynamics. , 2010, , 97-110.		0
83	Proposal of a Set of Reports for Students' Tracking and Assessing in E-Learning Platforms. , 2010, , 235-261.		2
84	Exploring Learning through Audience Interaction in Virtual Reality Dome Theaters. Communications in Computer and Information Science, 2010, , 444-448.	0.5	0
85	Standardization in User Modeling and Learning Objects Retrieval. , 2010, , 22-40.		0
86	Web-Based Multimedia Tools for Monitoring and E-Learning. , 2010, , 1-21.		2
87	Thinking Dimensions as a Foundation of Learning Design. , 2009, , .		2
88	Jxta-Overlay: An interface for efficient peer selection in P2P JXTA-based systems. Computer Standards and Interfaces, 2009, 31, 886-893.	5.4	17
89	Constructing a Multi-agent System for Discovering the Meaning over Natural-Language Collaborative Conversations. Studies in Computational Intelligence, 2009, , 99-112.	0.9	3
90	SAMOS: a model for monitoring students' and groups' activities in collaborative e-learning. International Journal of Learning Technology, 2009, 4, 53.	0.2	24

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91	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
92	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
93	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
94	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
95	A Quantitative Treatment to Data from Computer-Supported Collaboration: An Ontological Approach. , 2008, , .		1
96	Efficient Peer Selection in P2P JXTA-Based Platforms. , 2008, , .		3
97	Efficient Interaction Analysis for an Effective Provision of Knowledge about the Discussion Process to CSCL Practices. , 2008, , .		0
98	Extending JXTA Protocols for P2P File Sharing Systems. , 2008, , .		5
99	Scheduling in Multiprocessor System Using Genetic Algorithms. , 2008, , .		13
100	Toward a Semantic Approach for Automatic Composition of Learning Grid Services. , 2008, , .		0
101	Developing an Information System for Monitoring Student's Activity in Online Collaborative Learning. , 2008, , .		15
102	Evaluation of Clustering Techniques for Efficient Searching in JXTA-based P2P Systems. , 2008, , .		0
103	Towards the Construction of a Multi-agent Approach for Discovering the Meaning of Natural Language Collaborative Conversations. , 2008, , .		0
104	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
105	CESA 2008-Welcome Message from the Organizers. , 2008, , .		0
106	A Generic Platform for the Systematic Construction of Knowledge-based Collaborative Learning Applications. , 2008, , 219-242.		9
107	A Conceptual Model for Grid Learning Services Automatic Composition. , 2007, , 40-41.		0
108	LaCOLLA: Middleware for Self-Sufficient Online Collaboration. IEEE Internet Computing, 2007, 11, 56-64.	3.3	11

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109	Gridifying IBM's Generic Log Adapter to Speed-Up the Processing of Log Data. , 2007, , .		3
110	Using a Grid Platform for Enabling Real Time User Modeling in On-line Campus. , 2007, , .		0
111	An Experimental Study on Peer Selection in a P2P Network over PlanetLab. , 2007, , .		1
112	Efficient Embedding of Information and Knowledge into CSCL Applications. , 2007, , 548-559.		9
113	Enabling Efficient Real Time User Modeling in On-Line Campus. Lecture Notes in Computer Science, 2007, , 365-369.	1.3	4
114	Improvement of JXTA Protocols for Supporting Reliable Distributed Applications in P2P Systems. , 2007, , 345-354.		60
115	A Service-Oriented Platform for the Enhancement and Effectiveness of the Collaborative Learning Process in Distributed Environments. , 2007, , 1280-1287.		9
116	A layered framework for evaluating on-line collaborative learning interactions. International Journal of Human Computer Studies, 2006, 64, 622-635.	5.6	95
117	Semantic Description of Grid Based Learning Services. Lecture Notes in Computer Science, 2006, , 509-518.	1.3	1
118	A Neural Approach for Modeling the Inference of Awareness in Computer-Supported Collaboration. Lecture Notes in Computer Science, 2006, , 464-469.	1.3	3
119	A Grid-Aware Implementation for Providing Effective Feedback to On-Line Learning Groups. Lecture Notes in Computer Science, 2005, , 274-283.	1.3	10
120	Problems and Opportunities of Learning Together in a Virtual Learning Environment. , 2005, , 218-233.		2
121	An Integrated Approach for Analysing and Assessing the Performance of Virtual Learning Groups. Lecture Notes in Computer Science, 2004, , 289-304.	1.3	25
122	A Grid-Based Approach for Processing Group Activity Log Files. Lecture Notes in Computer Science, 2004, , 175-186.	1.3	15
123	Exploring Interaction Behaviour and Performance of Online Collaborative Learning Teams. Lecture Notes in Computer Science, 2003, , 126-134.	1.3	4
124	Using Rhetorical Relations in Building a Coherent Conversational Teaching Session. , 1995, , 56-71.		4
125	Supporting the composition of effective virtual groups for collaborative learning. , 0, , .		5
126	Extending the scope of asynchronous collaboration: a matter of being autonomous and self-sufficient. , 0, , .		0

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127	An Ontological Structure for Gathering and Sharing Knowledge among Scientists through Experiment Modeling. , 0, , 165-179.		4
128	A Framework for Assessing Self, Peer, and Group Performance in E-Learning. , 0, , 279-294.		9
129	Collaborative Learning Design within Open Source E-Learning Systems. , 0, , 212-233.		4
130	Developing social-emotional skills through imaginative teaching methods in elementary education. Early Child Development and Care, 0, , 1-16.	1.3	3
131	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
132	Studying the Suitability of Discourse Analysis Methods for Emotion Detection and Interpretation in Computer-Mediated Educational Discourse. , 0, , 1774-1799.		0
133	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