Pierre Dillenbourg

List of Publications by Year
in descending order

27 papers	1,198 citations	840585 11 h-index	940416 16 g-index
28 all docs	28 docs citations	28 times ranked	1072 citing authors

#	ARTICLE	IF	CITATIONS
1	Design for classroom orchestration. Computers and Education, 2013, 69, 485-492.	5.1	221
2	The mechanics of CSCL macro scripts. International Journal of Computer-Supported Collaborative Learning, 2008, 3, 5-23.	1.9	206
3	Benefits of a Tangible Interface for Collaborative Learning and Interaction. IEEE Transactions on Learning Technologies, 2011, 4, 222-232.	2.2	158
4	Living with a Vacuum Cleaning Robot. International Journal of Social Robotics, 2013, 5, 389-408.	3.1	119
5	Watching MOOCs together: investigating co-located MOOC study groups. Distance Education, 2014, 35, 217-233.	2.5	80
6	Multimodal teaching analytics: Automated extraction of orchestration graphs from wearable sensor data. Journal of Computer Assisted Learning, 2018, 34, 193-203.	3.3	75
7	Roombots-mechanical design of self-reconfiguring modular robots for adaptive furniture. , 2009, , .		55
8	From real-time attention assessment to â€œwith-me-nessâ€•in human-robot interaction. , 2016, , .		46
9	Orchestration Load Indicators and Patterns: In-the-Wild Studies Using Mobile Eye-Tracking. IEEE Transactions on Learning Technologies, 2018, 11, 216-229.	2.2	35
10	Using immersive virtual reality to support designing skills in vocational education. British Journal of Educational Technology, 2020, 51, 2199-2213.	3.9	28
11	Real-time high-accuracy 2D localization with structured patterns. , 2016, , .		24
12	The symmetry of partner modelling. International Journal of Computer-Supported Collaborative Learning, 2016, 11, 227-253.	1.9	24
13	â€œIt Is Not the Robot Who Learns, It Is Me.â€•Treating Severe Dysgraphia Using Childâ€"Robot Interaction. Frontiers in Psychiatry, 2021, 12, 596055.	1.3	22
14	Iterative Design and Evaluation of a Tangible Robot-Assisted Handwriting Activity for Special Education. Frontiers in Robotics and AI, 2020, 7, 29.	2.0	21
15	Who is the expert? Analyzing gaze data to predict expertise level in collaborative applications. , 2009, , .		16
16	Reflection for action: designing tools to support teacher reflection on everyday evidence. Technology, Pedagogy and Education, 2020, 29, 279-295.	3.3	14
17	What if Social Robots Look for Productive Engagement?. International Journal of Social Robotics, 2022, 14, 55-71.	3.1	13
18	Many are the ways to learn identifying multi-modal behavioral profiles of collaborative learning in constructivist activities. International Journal of Computer-Supported Collaborative Learning, 2021, 16, 485-523.	1.9	13

#	Article	IF	Citations
19	Gamified Motor Training With Tangible Robots in Older Adults: A Feasibility Study and Comparison With the Young. Frontiers in Aging Neuroscience, 2020, 12, 59.	1.7	6
20	AlloHaptic: Robot-Mediated Haptic Collaboration for Learning Linear Functions. , 2020, , .		5
21	Detecting air travel to survey passengers on a worldwide scale. Journal of Location Based Services, 2009, 3, 210-226.	1.4	3
22	Detecting Compensatory Motions and Providing Informative Feedback During a Tangible Robot Assisted Game for Post-Stroke Rehabilitation. , 2021, , .		3
23	Do Children Adapt Their Perspective to a Robot When They Fail to Complete a Task?. , 2022, , .		3
24	ReflectWorld: A distributed architecture for meetings and groups evolution analysis. , 2012, , .		2
25	Error correction mechanism for five-key chording keyboards. , 2013, , .		2
26	Mobile technology for awareness of time progression and its impact on meetings. , 2013, , .		1
27	HMM-based error correction mechanism for five-key chording keyboards. , 2015, , .		0