

Pierre Dillenbourg

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2133914/publications.pdf>

Version: 2024-02-01

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	What if Social Robots Look for Productive Engagement?. International Journal of Social Robotics, 2022, 14, 55-71.	3.1	13
2	Do Children Adapt Their Perspective to a Robot When They Fail to Complete a Task?. , 2022, , .		3
3	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
4	Detecting Compensatory Motions and Providing Informative Feedback During a Tangible Robot Assisted Game for Post-Stroke Rehabilitation. , 2021, , .		3
5	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
6	AlloHaptic: Robot-Mediated Haptic Collaboration for Learning Linear Functions. , 2020, , .		5
7	Using immersive virtual reality to support designing skills in vocational education. British Journal of Educational Technology, 2020, 51, 2199-2213.	3.9	28
8	Reflection for action: designing tools to support teacher reflection on everyday evidence. Technology, Pedagogy and Education, 2020, 29, 279-295.	3.3	14
9	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
10	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
11	Multimodal teaching analytics: Automated extraction of orchestration graphs from wearable sensor data. Journal of Computer Assisted Learning, 2018, 34, 193-203.	3.3	75
12	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
13	Real-time high-accuracy 2D localization with structured patterns. , 2016, , .		24
14	From real-time attention assessment to â€œwith-me-nessâ€•in human-robot interaction. , 2016, , .		46
15	The symmetry of partner modelling. International Journal of Computer-Supported Collaborative Learning, 2016, 11, 227-253.	1.9	24
16	HMM-based error correction mechanism for five-key chording keyboards. , 2015, , .		0
17	Watching MOOCs together: investigating co-located MOOC study groups. Distance Education, 2014, 35, 217-233.	2.5	80
18	Living with a Vacuum Cleaning Robot. International Journal of Social Robotics, 2013, 5, 389-408.	3.1	119

#	ARTICLE	IF	CITATIONS
19	Error correction mechanism for five-key chording keyboards. , 2013, , .		2
20	Design for classroom orchestration. Computers and Education, 2013, 69, 485-492.	5.1	221
21	Mobile technology for awareness of time progression and its impact on meetings. , 2013, , .		1
22	ReflectWorld: A distributed architecture for meetings and groups evolution analysis. , 2012, , .		2
23	Benefits of a Tangible Interface for Collaborative Learning and Interaction. IEEE Transactions on Learning Technologies, 2011, 4, 222-232.	2.2	158
24	Roombots-mechanical design of self-reconfiguring modular robots for adaptive furniture. , 2009, , .		55
25	Who is the expert? Analyzing gaze data to predict expertise level in collaborative applications. , 2009, , .		16
26	Detecting air travel to survey passengers on a worldwide scale. Journal of Location Based Services, 2009, 3, 210-226.	1.4	3
27	The mechanics of CSCL macro scripts. International Journal of Computer-Supported Collaborative Learning, 2008, 3, 5-23.	1.9	206