

# Ranilson Paiva

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2823303/publications.pdf>

Version: 2024-02-01

24  
papers

162  
citations

1937685

4  
h-index

1720034

7  
g-index

24  
all docs

24  
docs citations

24  
times ranked

130  
citing authors

#	ARTICLE	IF	CITATIONS
1	Authoring Tools for Designing Intelligent Tutoring Systems: a Systematic Review of the Literature. International Journal of Artificial Intelligence in Education, 2018, 28, 336-384.	5.5	57
2	What do students do on-line? Modeling students' interactions to improve their learning experience. Computers in Human Behavior, 2016, 64, 769-781.	8.5	39
3	Visualizing Learning Analytics and Educational Data Mining Outputs. Lecture Notes in Computer Science, 2018, , 251-256.	1.3	17
4	Badges and XP: An observational study about learning. , 2015, , .		10
5	A Quantitative Analysis of the Most Relevant Gamification Elements in an Online Learning Environment. , 2016, , .		8
6	Helping Teachers Help Their Students: A Human-AI Hybrid Approach. Lecture Notes in Computer Science, 2020, , 448-459.	1.3	7
7	Evaluating the Impact of Mars and Venus Effect on the Use of an Adaptive Learning Technology for Portuguese and Mathematics. , 2016, , .		6
8	Amplifying Teachers Intelligence in the Design of Gamified Intelligent Tutoring Systems. Lecture Notes in Computer Science, 2018, , 68-73.	1.3	4
9	The Authoring of Pedagogical Decisions Informed by Data, on the Perspective of a MOOC. , 0, , .		4
10	Uma Ferramenta para Recomendação Pedagógica Baseada em Mineração de Dados Educacionais. , 0, , .		3
11	Lessons learned from an online open course. , 2014, , .		1
12	Integrating educational repositories to improve the reuse of learning objects. , 2015, , .		1
13	Evaluation of an Intelligent Tutoring System Prototype for the Teaching of Electrocardiogram. , 2019, , .		1
14	Learning and Gamification Dashboards: A Mixed-Method Study with Teachers. Lecture Notes in Computer Science, 2021, , 406-417.	1.3	1
15	Augmenting Teachers with Data Science Powers: Joining Human and Artificial Intelligence to Assist Students. , 0, , .		1
16	Helping MOOC Teachers Do Their Job. Communications in Computer and Information Science, 2018, , 52-67.	0.5	1
17	Teachers' Perceptions on Traditional and Non-Traditional Data Visualization for Pedagogical Decision-Making. , 0, , .		1
18	Vis2Learning: A Scenario-based Guide to Support Developers in the Creation of Visualizations on Educational Data. , 2021, , .		0

#	ARTICLE	IF	CITATIONS
19	AVALIAÇÃO AUTOMÁTICA DE ATIVIDADES ESCRITAS BASEADA EM ALGORITMO GENÉTICO E PROCESSAMENTO DE LINGUAGEM NATURAL: Avaliador Ortográfico-Gramatical. , 0, , .		0
20	Avaliação Léxico-Sintática de Atividades Escritas em Algoritmo Genético e Processamento de Linguagem Natural: Um Experimento no ENEM. Revista Brasileira De Informática Na Educação, 2016, 24, 92. 0.1		0
21	Usability Perspective of an Authoring Solution to Assist Pedagogical Decision-Making. , 0, , .		0
22	Helping Teachers Visualize Students' Performance. , 0, , .		0
23	Análise da aceitação de recomendações explicadas de recursos educacionais para apoiar o ensino e a aprendizagem em um ambiente educacional online.. , 0, , .		0
24	Building information visualization of e-learning data with Vis2Learning guidelines. Journal on Interactive Systems, 2022, 13, 42-53.	0.6	0