

Robin De Croon

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3031630/publications.pdf>

Version: 2024-02-01

23
papers

246
citations

1936888

4
h-index

1872312

6
g-index

25
all docs

25
docs citations

25
times ranked

177
citing authors

#	ARTICLE	IF	CITATIONS
1	Mobile Augmented Reality Laboratory for Learning Acid-Base Titration. Journal of Chemical Education, 2022, 99, 531-537.	1.1	19
2	Developing Visual-Assisted Decision Support Systems across Diverse Agricultural Use Cases. Agriculture (Switzerland), 2022, 12, 1027.	1.4	4
3	Health Recommender Systems: Systematic Review. Journal of Medical Internet Research, 2021, 23, e18035.	2.1	51
4	AHMoSe: A knowledge-based visual support system for selecting regression machine learning models. Computers and Electronics in Agriculture, 2021, 187, 106183.	3.7	4
5	Towards Predicting Hexad User Types from Mobile Banking Data. , 2021, , .		2
6	Dissecting Digital Card Games to Yield Digital Biomarkers for the Assessment of Mild Cognitive Impairment: Methodological Approach and Exploratory Study. JMIR Serious Games, 2021, 9, e18359.	1.7	13
7	Learning analytics dashboards. , 2020, , .		59
8	Tailoring Gamification for Adolescents: a Validation Study of Big Five and Hexad in Dutch. , 2020, , .		8
9	Worriers versus Warriors: Tailoring mHealth to Address Differences in Patients with Chronic Arthritis. , 2020, , .		2
10	Explaining and exploring job recommendations. , 2019, , .		12
11	Motivational Design Techniques to Increase Adherence to a Telemonitoring Therapy A Study with Adolescent Pectus Patients. , 2019, , .		6
12	Gamification and Serious Games in a Healthcare Informatics Context. , 2018, , .		18
13	MyHealthToday: Helping Patients with their Healthschedule Using a 24-Hour Clock Visualization. , 2017, , .		1
14	MeViTa: Interactive Visualizations to Help Older Adults with Their Medication Intake Using a Camera-Projector System. Lecture Notes in Computer Science, 2017, , 132-152.	1.0	4
15	A Proof-of-Concept Visualization to Increase Comprehension of Personal Medication Schemes. , 2016, , .		2
16	Interactive proof-of-concept dashboard to explore patient follow-up in general practice. , 2015, , .		2
17	Optimizing Smartphone Micro-usage with Smartwatch Notifications. , 2015, , .		4
18	Augmenting Drug Discussions in General Practice. , 2015, , .		0

#	ARTICLE	IF	CITATIONS
19	Design and Evaluation of an Interactive Proof-of-Concept Dashboard for General Practitioners. , 2015, , .		14
20	Applying a user-centered, rapid-prototyping methodology with quantified self: A case study with triathletes. , 2014, , .		3
21	Designing a Useful and Usable Mobile EMR Application through a Participatory Design Methodology: A Case Study. , 2014, , .		9
22	Quantifying the interaction stages of a public display campaign in the wild. , 2014, , .		7
23	Opportunities for recommended mental health strategies to reduce stress at work. , 0, , .		2