Johan Jeuring

List of Publications by Year
in descending order

40	611	933447	642732
papers	citations	10	23
		h-index	g-index

40	40	40	345
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Steps Learners Take when Solving Programming Tasks, and How Learning Environments (Should) Respond to Them. , 2022, , .		6
2	Generation and Use of Hints and Feedback in a Hilbert-Style Axiomatic Proof Tutor. International Journal of Artificial Intelligence in Education, 2021, 31, 99-133.	5.5	0
3	Combined inner and outer loop feedback in an intelligent tutoring system for statistics in higher education. Journal of Computer Assisted Learning, 2021, 37, 319-332.	5.1	7
4	A Tutoring System to Learn Code Refactoring. , 2021, , .		24
5	Intelligent Feedback on Hypothesis Testing. International Journal of Artificial Intelligence in Education, 2020, 30, 616-636.	5.5	1
6	Enhancing learning with inspectable student models: Worth the effort?. Computers in Human Behavior, 2020, 107, 106276.	8.5	4
7	End-user feedback in multi-user workflow systems. , 2020, , .		0
8	Scenario smells: signalling potential problems in dialogue scenarios in a serious game. International Journal of Serious Games, 2020, 7, 51-73.	1.1	2
9	A comparison of elaborated and restricted feedback in LogEx, a tool for teaching rewriting logical formulae. Journal of Computer Assisted Learning, 2019, 35, 620-632.	5.1	5
10	Automated Feedback on the Structure of Hypothesis Tests. Lecture Notes in Computer Science, 2019, , 281-285.	1.3	1
11	A Systematic Literature Review of Automated Feedback Generation for Programming Exercises. ACM Transactions on Computing Education, 2019, 19, 1-43.	3.5	134
12	The Diagnosing Behaviour of Intelligent Tutoring Systems. Lecture Notes in Computer Science, 2019, , 112-126.	1.3	5
13	Building a Generic Feedback System for Rule-Based Problems. Lecture Notes in Computer Science, 2019, , 172-191.	1.3	1
14	The Interplay between Inspectable Student Models and Didactics of Statistics. Digital Experiences in Mathematics Education, 2018, 4, 139-162.	1.5	9
15	A training simulation for practicing shared decision making for older patients. Procedia Computer Science, 2018, 141, 287-293.	2.0	1
16	Fine-Grained Cognitive Assessment Based on Free-Form Input for Math Story Problems. Lecture Notes in Computer Science, 2018, , 262-276.	1.3	1
17	Ask-Elle: an Adaptable Programming Tutor for Haskell Giving Automated Feedback. International Journal of Artificial Intelligence in Education, 2017, 27, 65-100.	5.5	54
18	Generating Hints and Feedback for Hilbert-style Axiomatic Proofs. , 2017, , .		5

#	Article	IF	Citations
19	An intelligent tutor to learn the evaluation of microcontroller I/O programming expressions. , 2017, , .		3
20	An Extensible Domain-Specific Language for Describing Problem-Solving Procedures. Lecture Notes in Computer Science, 2017, , 77-89.	1.3	2
21	Type-changing rewriting and semantics-preserving transformation. Science of Computer Programming, 2015, 112, 145-169.	1.9	1
22	Communicate! â€" A Serious Game for Communication Skills â€". Lecture Notes in Computer Science, 2015, , 513-517.	1.3	25
23	Strategy-based feedback in a programming tutor. , 2014, , .		15
24	University students' achievement goals and help-seeking strategies in an intelligent tutoring system. Computers and Education, 2014, 72, 196-208.	8.3	49
25	Inductive representations of RDF graphs. Science of Computer Programming, 2014, 95, 135-146.	1.9	2
26	Feedback services for stepwise exercises. Science of Computer Programming, 2014, 88, 110-129.	1.9	29
27	A Programming Tutor for Haskell. Lecture Notes in Computer Science, 2012, , 1-45.	1.3	10
28	Specifying Rewrite Strategies for Interactive Exercises. Mathematics in Computer Science, 2010, 3, 349-370.	0.4	28
29	A lightweight approach to datatype-generic rewriting. Journal of Functional Programming, 2010, 20, 375-413.	0.8	9
30	Generic programming with fixed points for mutually recursive datatypes. ACM SIGPLAN Notices, 2009, 44, 233-244.	0.2	10
31	Recognizing Strategies. Electronic Notes in Theoretical Computer Science, 2009, 237, 91-106.	0.9	4
32	Customizing an XMLâ€"Haskell data binding with type isomorphism inference in Generic Haskell. Science of Computer Programming, 2007, 65, 72-107.	1.9	2
33	Type-indexed data types. Science of Computer Programming, 2004, 51, 117-151.	1.9	43
34	Dependency-style generic haskell. ACM SIGPLAN Notices, 2003, 38, 141-152.	0.2	37
35	Polytypic data conversion programs. Science of Computer Programming, 2002, 43, 35-75.	1.9	33
36	Weaving a web. Journal of Functional Programming, 2001, 11, 681-689.	0.8	10

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37	Polytypic unification. Journal of Functional Programming, 1998, 8, 527-536.	0.8	25
38	The derivation of on-line algorithms, with an application to finding palindromes. Algorithmica, 1994, 11, 146-184.	1.3	11
39	Evaluating Haskell expressions in a tutoring environment. Electronic Proceedings in Theoretical Computer Science, EPTCS, 0, 170, 50-66.	0.8	1
40	Providing Hints, Next Steps and Feedback in a Tutoring System for Structural Induction. Electronic Proceedings in Theoretical Computer Science, EPTCS, 0, 313, 17-34.	0.8	2