

# Alexandra I Cristea

## List of Publications by Year in descending order

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Version: 2024-02-01

158  
papers

1,465  
citations

471509

17  
h-index

552781

26  
g-index

165  
all docs

165  
docs citations

165  
times ranked

775  
citing authors

#	ARTICLE	IF	CITATIONS
1	Analysing gamification elements in educational environments using an existing Gamification taxonomy. Smart Learning Environments, 2019, 6, .	7.6	107
2	Authoring of learning styles in adaptive hypermedia. , 2004, , .		81
3	Predicting Elections for Multiple Countries Using Twitter and Polls. IEEE Intelligent Systems, 2015, 30, 10-17.	4.0	52
4	Using learning analytics in the Amazonas: understanding studentsâ€™ behaviour in introductory programming. British Journal of Educational Technology, 2020, 51, 955-972.	6.3	43
5	A Taxonomy of Game Elements for Gamification in Educational Contexts: Proposal and Evaluation. , 2019, , .		41
6	Motivational Gamification Strategies Rooted in Self-Determination Theory for Social Adaptive E-Learning. Lecture Notes in Computer Science, 2016, , 294-300.	1.3	40
7	Connecting Targets to Tweets: Semantic Attention-Based Model for Target-Specific Stance Detection. Lecture Notes in Computer Science, 2017, , 18-32.	1.3	39
8	The Three Layers of Adaptation Granularity. Lecture Notes in Computer Science, 2003, , 4-14.	1.3	35
9	Adaptive course authoring: My Online Teacher. , 0, , .		34
10	Ontological Support for Web Courseware Authoring. Lecture Notes in Computer Science, 2002, , 270-280.	1.3	34
11	The ethical and social implications of personalization technologies for e-learning. Information and Management, 2014, 51, 819-832.	6.5	33
12	Predicting MOOCs Dropout Using Only Two Easily Obtainable Features from the First Weekâ€™s Activities. Lecture Notes in Computer Science, 2019, , 163-173.	1.3	31
13	Building and evaluating resources for sentiment analysis in the Greek language. Language Resources and Evaluation, 2018, 52, 1021-1044.	2.7	30
14	Contextual Gamification of Social Interaction â€œ Towards Increasing Motivation in Social E-learning. Lecture Notes in Computer Science, 2014, , 116-122.	1.3	26
15	Towards adaptation in e-learning 2.0. New Review of Hypermedia and Multimedia, 2011, 17, 199-238.	1.1	25
16	Time series prediction with wavelet neural networks. , 0, , .		24
17	Explaining Individual and Collective Programming Studentsâ€™ Behavior by Interpreting a Black-Box Predictive Model. IEEE Access, 2021, 9, 117097-117119.	4.2	24
18	Defining Adaptation in a Generic Multi Layer Model: CAM: The GRAPPLE Conceptual Adaptation Model. Lecture Notes in Computer Science, 2008, , 132-143.	1.3	24

#	ARTICLE	IF	CITATIONS
19	Gamification suffers from the novelty effect but benefits from the familiarization effect: Findings from a longitudinal study. <i>International Journal of Educational Technology in Higher Education</i> , 2022, 19, .	7.6	22
20	Nowcasting the Stance of Social Media Users in a Sudden Vote. , 2018, , .		21
21	Early Performance Prediction for CS1 Course Students using a Combination of Machine Learning and an Evolutionary Algorithm. , 2019, , .		21
22	Early Dropout Prediction for Programming Courses Supported by Online Judges. <i>Lecture Notes in Computer Science</i> , 2019, , 67-72.	1.3	21
23	Adaptive Authoring of Adaptive Educational Hypermedia. <i>Lecture Notes in Computer Science</i> , 2002, , 122-132.	1.3	21
24	GRAPPLE: Learning Management Systems Meet Adaptive Learning Environments. <i>Smart Innovation, Systems and Technologies</i> , 2013, , 133-160.	0.6	19
25	The next generation authoring adaptive hypermedia. , 2010, , .		18
26	Topolor: A Social Personalized Adaptive E-Learning System. <i>Lecture Notes in Computer Science</i> , 2013, , 338-340.	1.3	17
27	Narrative for Gamification in Education: Why Should you Care?. , 2019, , .		16
28	Investigating users'™ experience on social media ads: perceptions of young users. <i>Heliyon</i> , 2020, 6, e04378.	3.2	16
29	A Multidimensional Deep Learner Model of Urgent Instructor Intervention Need in MOOC Forum Posts. <i>Lecture Notes in Computer Science</i> , 2020, , 226-236.	1.3	15
30	Adaptation languages as vehicles of explicit intelligence in Adaptive Hypermedia. <i>International Journal of Continuing Engineering Education and Life-Long Learning</i> , 2007, 17, 319.	0.2	14
31	AraCust: a Saudi Telecom Tweets corpus for sentiment analysis. <i>PeerJ Computer Science</i> , 2021, 7, e510.	4.5	13
32	Learning Styles Adaptation Language for Adaptive Hypermedia. <i>Lecture Notes in Computer Science</i> , 2006, , 323-327.	1.3	13
33	Towards Generic Adaptive Systems: Analysis of a Case Study. <i>Lecture Notes in Computer Science</i> , 2002, , 79-89.	1.3	13
34	Learners Thrive Using Multifaceted Open Social Learner Modeling. <i>IEEE MultiMedia</i> , 2016, 23, 36-47.	1.7	12
35	Towards Designing Profitable Courses: Predicting Student Purchasing Behaviour in MOOCs. <i>International Journal of Artificial Intelligence in Education</i> , 2021, 31, 215-233.	5.5	12
36	Sequential Recommender via Time-aware Attentive Memory Network. , 2020, , .		12

#	ARTICLE	IF	CITATIONS
37	Future integrated learning environments with multimedia. Journal of Computer Assisted Learning, 2001, 17, 4-12.	5.1	10
38	Interoperability between AEH user models. , 2006, , .		10
39	Social Personalized Adaptive E-Learning Environment: Topolor - Implementation and Evaluation. Lecture Notes in Computer Science, 2013, , 708-711.	1.3	10
40	In-depth Exploration of Engagement Patterns in MOOCs. Lecture Notes in Computer Science, 2018, , 395-409.	1.3	10
41	Is MOOC Learning Different for Dropouts? A Visually-Driven, Multi-granularity Explanatory ML Approach. Lecture Notes in Computer Science, 2020, , 353-363.	1.3	10
42	Designer adaptation in adaptive hypermedia authoring. , 0, , .		9
43	The LAG grammar for authoring the adaptive Web. , 2004, , .		9
44	Specification, authoring and prototyping of personalised workplace learning solutions. International Journal of Learning Technology, 2007, 3, 286.	0.2	9
45	Authoring for E-learning 2.0: A Case Study. , 2009, , .		9
46	Framework for Sentiment Analysis of Arabic Text. , 2016, , .		9
47	On the Need for Fine-Grained Analysis of Gender Versus Commenting Behaviour in MOOCs. , 2018, , .		9
48	Capturing Fairness and Uncertainty in Student Dropout Prediction – A Comparison Study. Lecture Notes in Computer Science, 2021, , 139-144.	1.3	9
49	Can We Use Gamification to Predict Students’ Performance? A Case Study Supported by an Online Judge. Lecture Notes in Computer Science, 2020, , 259-269.	1.3	9
50	Evaluating System Functionality in Social Personalized Adaptive E-Learning Systems. Lecture Notes in Computer Science, 2013, , 633-634.	1.3	9
51	Automatic Authoring of Adaptive Educational Hypermedia. , 2006, , 24-55.		9
52	The Distance Ecological Model to support self/collaborative-learning in the Internet environment. , 0, , .		8
53	Evaluating adaptive hypermedia authoring while teaching adaptive systems. , 2004, , .		8
54	Goal oriented personalisation with SCORM. , 2005, , .		8

#	ARTICLE	IF	CITATIONS
55	AWELS: Adaptive Web-Based Education and Learning Styles. , 0, , .		8
56	Can We Assess Mental Health Through Social Media and Smart Devices? Addressing Bias in Methodology and Evaluation. Lecture Notes in Computer Science, 2019, , 407-423.	1.3	8
57	Social Reference Model for Adaptive Web Learning. Lecture Notes in Computer Science, 2009, , 162-171.	1.3	8
58	Identifying Objectives for a Learning Space Management System with Value-focused Thinking. , 2017, , .		8
59	Proposal of a collaborative learning standardization. , 0, , .		7
60	Authoring of Adaptive Educational Hypermedia. , 2007, , .		7
61	Authoring adaptive educational hypermedia on the semantic desktop. International Journal of Learning Technology, 2007, 3, 230.	0.2	7
62	Evaluation of Social Interaction Features in Topolor - A Social Personalized Adaptive E-Learning System. , 2013, , .		7
63	Cognitive agents and machine learning by example: Representation with conceptual graphs. Computational Intelligence, 2018, 34, 603-634.	3.2	7
64	MOOC Next Week Dropout Prediction: Weekly Assessing Time and Learning Patterns. Lecture Notes in Computer Science, 2021, , 119-130.	1.3	7
65	Urgency Analysis of Learnersâ€™ Comments: An Automated Intervention Priority Model for MOOC. Lecture Notes in Computer Science, 2021, , 148-160.	1.3	7
66	A Survey of Collaborative Reinforcement Learning: Interactive Methods and Design Patterns. , 2021, , .		7
67	An Empirical Study on Customer Churn Behaviours Prediction Using Arabic Twitter Mining Approach. Future Internet, 2021, 13, 175.	3.8	7
68	Towards more efficient generic semantic authoring for adaptive hypermedia. , 2006, , .		6
69	A Brief Survey of Deep Learning Approaches for Learning Analytics on MOOCs. Lecture Notes in Computer Science, 2021, , 28-37.	1.3	6
70	Towards a Human-AI Hybrid System for Categorising Programming Problems. , 2021, , .		6
71	Prediction of Usersâ€™ Professional Profile in MOOCs Only by Utilising Learnersâ€™ Written Texts. Lecture Notes in Computer Science, 2020, , 163-173.	1.3	6
72	Who likes me more?. , 2016, , .		6

#	ARTICLE	IF	CITATIONS
73	A distance-education self-learning support system based on a VOD server. , 0, , .		5
74	LAG 2.0: Refining a Reusable Adaptation Language and Improving on Its Authoring. Lecture Notes in Computer Science, 2009, , 7-21.	1.3	5
75	Exploring Navigation Styles in a FutureLearn MOOC. Lecture Notes in Computer Science, 2020, , 45-55.	1.3	5
76	Quality of Experience-LAOS: create once, use many, use anywhere. International Journal of Learning Technology, 2007, 3, 209.	0.2	4
77	Continuous Use of Authoring for Adaptive Educational Hypermedia: A Long-term Case Study. , 2010, , .		4
78	Designing social personalized adaptive e-learning. , 2013, , .		4
79	A Recommender System Based on Effort: Towards Minimising Negative Affects and Maximising Achievement in CS1 Learning. Lecture Notes in Computer Science, 2021, , 466-480.	1.3	4
80	A Generative Bayesian Graph Attention Network for Semi-Supervised Classification on Scarce Data. , 2021, , .		4
81	Learners Demographics Classification on MOOCs During the COVID-19: Author Profiling via Deep Learning Based on Semantic and Syntactic Representations. Frontiers in Research Metrics and Analytics, 2021, 6, 673928.	1.9	4
82	Exploring Bayesian Deep Learning for Urgent Instructor Intervention Need in MOOC Forums. Lecture Notes in Computer Science, 2021, , 78-90.	1.3	4
83	Exploratory Activity Support Based on a Semantic Feature Map. Lecture Notes in Computer Science, 2000, , 347-350.	1.3	4
84	Can learner characteristics predict their behaviour on MOOCs?. , 2018, , .		4
85	GamiCSM. , 2020, , .		4
86	WarwickDCS: From Phrase-Based to Target-Specific Sentiment Recognition. , 2015, , .		4
87	A parallelization method for neural networks with weak connection design. Lecture Notes in Computer Science, 1997, , 397-404.	1.3	3
88	Development and evaluation of a mental model forming support ITS-the qualitative diagnosis simulator for the SCS operation activity. , 0, , .		3
89	The development of CALL environment on the WWW for teaching academic English. , 0, , .		3
90	Measuring knowledge transfer skills by using constrained-student modeler autonomous agent. , 0, , .		3

#	ARTICLE	IF	CITATIONS
91	Adaptation Languages for Learning: The CAM Meta-model. , 2009, , .		3
92	Do personalisation and emotions affect the use of cancer-related websites?. Online Information Review, 2017, 41, 102-118.	3.2	3
93	Research on Prediction of Infectious Diseases, their spread via Social Media and their link to Education. , 2019, , .		3
94	Predicting Learners' Demographics Characteristics. , 2019, , .		3
95	Social Engagement versus Learning Engagement An Exploratory Study of FutureLearn Learners. , 2019, , .		3
96	Multifaceted Open Social Learner Modelling. Lecture Notes in Computer Science, 2014, , 32-42.	1.3	3
97	Social, Personalized Lifelong Learning. , 0, , 90-125.		3
98	Evaluation of adaptive hypermedia systems' conversion. , 2005, , .		2
99	Adaptivity, personalization, and the semantic web. , 2006, , .		2
100	Adapting SME Learning Environments for Adaptivity. , 0, , .		2
101	Evaluating the automatic and manual creation process of adaptive lessons. , 2007, , .		2
102	Cultural Artefacts in Education: Analysis, Ontologies and Implementation. , 2008, , .		2
103	Transforming a Linear Module into an Adaptive One: Tackling the Challenge. Lecture Notes in Computer Science, 2010, , 82-91.	1.3	2
104	Is adaptation of e-advertising the way forward?. , 2013, , .		2
105	The critical role of profiles in social e-learning design. , 2014, , .		2
106	A Review on Corpus Annotation for Arabic Sentiment Analysis. Lecture Notes in Computer Science, 2017, , 215-225.	1.3	2
107	An Intuitive Authoring System for a Personalised, Social, Gamified, Visualisation-supporting e-learning System. , 2018, , .		2
108	Wide-Scale Automatic Analysis of 20 Years of ITS Research. Lecture Notes in Computer Science, 2021, , 8-21.	1.3	2

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109	Agent-Based Simulation of the Classroom Environment to Gauge the Effect of Inattentive or Disruptive Students. Lecture Notes in Computer Science, 2021, , 211-223.	1.3	2
110	How to Create an E-Advertising Adaptation Strategy: The AEADS Approach. Lecture Notes in Business Information Processing, 2014, , 171-178.	1.0	2
111	Students as Customers. Advances in E-Business Research Series, 2015, , 306-331.	0.4	2
112	Energy function construction and implementation for stock exchange prediction NNs. , 0, , .		1
113	Speed-up opportunities for ANN in a time-share parallel environment. , 0, , .		1
114	Student model-based, agent-managed, adaptive distance learning environment for academic English teaching. , 0, , .		1
115	An adaptive distance learning environment for language teaching. , 0, , .		1
116	A cooperative linkage between university and industry via an Internet distance education system. , 0, , .		1
117	Considering automatic educational validation of computerized educational systems. , 0, , .		1
118	Interoperable Adaptive Educational Hypermedia: A Web Service Definition. , 0, , .		1
119	Reusing Adaptation Strategies in Adaptive Educational Hypermedia Systems. , 2010, , .		1
120	The CAE-L Cultural Framework: Definition, Instances and Web Service. , 2010, , .		1
121	A hybrid approach for spotting, disambiguating and annotating places in user-generated text. , 2013, , .		1
122	Introduction to the special issue of the World Wide Web journal on "Social Media Preservation and Applications": World Wide Web, 2014, 17, 691-693.	4.0	1
123	Personalized E-Advertisement and Experience: Recommending User Targeted Ads. , 2015, , .		1
124	Designing a collaborative group project recommender for an e-learning system. , 2016, , .		1
125	Design of a Learning Space Management System for Open and Adaptable School Facilities. Communications in Computer and Information Science, 2018, , 22-43.	0.5	1
126	Temporal Sentiment Analysis of Learners: Public Versus Private Social Media Communication Channels in a Women-in-Tech Conversion Course. , 2020, , .		1



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127	Encouraging Teacher-Sourcing of Social Recommendations Through Participatory Gamification Design. Lecture Notes in Computer Science, 2021, , 418-429.	1.3	1
128	Interoperability between MOT and Learning Management Systems: Converting CAF to IMS QTI and IMS CP. Lecture Notes in Computer Science, 2008, , 296-299.	1.3	1
129	Knowledge Computing Method for Enhancing the Effectiveness of a WWW Distance Education System. Lecture Notes in Computer Science, 2000, , 289-292.	1.3	1
130	Automatic and Manual Annotation Using Flexible Schemas for Adaptation on the Semantic Desktop. Lecture Notes in Computer Science, 2006, , 88-102.	1.3	1
131	MyAds – A Proposed Adaptive Social Online Advertising Framework. Singaporean Journal of Business Economics and Management Studies, 2013, , 401-405.	0.2	1
132	An Adaptive e-Advertising Delivery Model: The AEADS Approach. , 2016, , .		1
133	What’s New? Analysing Language-Specific Wikipedia Entity Contexts to Support Entity-Centric News Retrieval. Lecture Notes in Computer Science, 2017, , 210-231.	1.3	1
134	Reuse Patterns in Adaptation Languages: Creating a Meta-level for the LAG Adaptation Language. Lecture Notes in Computer Science, 2008, , 304-307.	1.3	1
135	DiscoverNet: adaptive learning environment for designing neural networks. , 0, , .		0
136	Collaborative learning support knowledge management for asynchronous learning networks. , 0, , .		0
137	Communicative task modeling and its practice on academic English learning in a web-based environment. , 0, , .		0
138	Adaptive course creation for all. , 2004, , .		0
139	Authoring Adaptive Hypermedia and IMS Learning Design: A Possible Understanding?. , 0, , .		0
140	Technological foundations of the current blogosphere. , 2012, , .		0
141	Zero-cost labelling with web feeds for weblog data extraction. , 2013, , .		0
142	Unsupervised neural controller for Reinforcement Learning action-selection: Learning to represent knowledge. , 2014, , .		0
143	Entropy-based automated wrapper generation for weblog data extraction. World Wide Web, 2014, 17, 827-846.	4.0	0
144	A Taxonomy-Based Evaluation of Personalized E-Advertisement. , 2015, , .		0

#	ARTICLE	IF	CITATIONS
145	Designing an adaptive online advertisement system: A focus group methodology. , 2015, , .		0
146	Towards detection of influential sentences affecting reputation in wikipedia. , 2016, , .		0
147	Large Scale Evaluation of an Adaptive E-Advertising User Model. Communications in Computer and Information Science, 2016, , 137-157.	0.5	0
148	A Large-Scale Category-Based Evaluation of A Visual Language for Adaptive Hypermedia. , 2018, , .		0
149	Digital Inclusion in Nothern England: Training Women from Underrepresented Communities in Tech: A Data Analytics Case Study. , 2020, , .		0
150	Training Temporal and NLP Features via Extremely Randomised Trees for Educational Level Classification. Lecture Notes in Computer Science, 2021, , 136-147.	1.3	0
151	Supporting Discovery Learning in Building Neural Network Models. Lecture Notes in Computer Science, 2000, , 647-647.	1.3	0
152	Adaptive Authoring of Adaptive Hypermedia Towards, Role-based, Adaptive Authoring. , 2011, , .		0
153	Students as Customers. , 2015, , 1882-1906.		0
154	An Adaptive E-Advertising User Model: The AEADS Approach. , 2015, , .		0
155	A Qualitative and Quantitative Evaluation of Adaptive Authoring of Adaptive Hypermedia. Lecture Notes in Computer Science, 2007, , 71-85.	1.3	0
156	Sub-symbolic knowledge extraction environment for teaching process assistance. , 0, , .		0
157	Evaluation of Interoperability between MOT and Regular Learning Management Systems. Lecture Notes in Computer Science, 0, , 104-109.	1.3	0
158	Detecting Fine-Grained Emotions on Social Media during Major Disease Outbreaks: Health and Well-being before and during the COVID-19 Pandemic.. AMIA ... Annual Symposium proceedings, 2021, 2021, 187-196.	0.2	0