

Alexandra I Cristea

List of Publications by Year in descending order

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Version: 2024-02-01

158
papers

1,465
citations

535685

17
h-index

620720

26
g-index

165
all docs

165
docs citations

165
times ranked

854
citing authors

#	ARTICLE	IF	CITATIONS
1	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, .	4.5	22
2	Wide-Scale Automatic Analysis of 20 Years of ITS Research. <i>Lecture Notes in Computer Science</i> , 2021, , 8-21.	1.0	2
3	Capturing Fairness and Uncertainty in Student Dropout Prediction – A Comparison Study. <i>Lecture Notes in Computer Science</i> , 2021, , 139-144.	1.0	9
4	Explaining Individual and Collective Programming Students’ Behavior by Interpreting a Black-Box Predictive Model. <i>IEEE Access</i> , 2021, 9, 117097-117119.	2.6	24
5	A Brief Survey of Deep Learning Approaches for Learning Analytics on MOOCs. <i>Lecture Notes in Computer Science</i> , 2021, , 28-37.	1.0	6
6	Agent-Based Simulation of the Classroom Environment to Gauge the Effect of Inattentive or Disruptive Students. <i>Lecture Notes in Computer Science</i> , 2021, , 211-223.	1.0	2
7	MOOC Next Week Dropout Prediction: Weekly Assessing Time and Learning Patterns. <i>Lecture Notes in Computer Science</i> , 2021, , 119-130.	1.0	7
8	Encouraging Teacher-Sourcing of Social Recommendations Through Participatory Gamification Design. <i>Lecture Notes in Computer Science</i> , 2021, , 418-429.	1.0	1
9	A Recommender System Based on Effort: Towards Minimising Negative Affects and Maximising Achievement in CS1 Learning. <i>Lecture Notes in Computer Science</i> , 2021, , 466-480.	1.0	4
10	Urgency Analysis of Learners’ Comments: An Automated Intervention Priority Model for MOOC. <i>Lecture Notes in Computer Science</i> , 2021, , 148-160.	1.0	7
11	Towards a Human-AI Hybrid System for Categorising Programming Problems. , 2021, , .		6
12	Towards Designing Profitable Courses: Predicting Student Purchasing Behaviour in MOOCs. <i>International Journal of Artificial Intelligence in Education</i> , 2021, 31, 215-233.	3.9	12
13	AraCust: a Saudi Telecom Tweets corpus for sentiment analysis. <i>PeerJ Computer Science</i> , 2021, 7, e510.	2.7	13
14	A Survey of Collaborative Reinforcement Learning: Interactive Methods and Design Patterns. , 2021, , .		7
15	An Empirical Study on Customer Churn Behaviours Prediction Using Arabic Twitter Mining Approach. <i>Future Internet</i> , 2021, 13, 175.	2.4	7
16	A Generative Bayesian Graph Attention Network for Semi-Supervised Classification on Scarce Data. , 2021, , .		4
17	Learners Demographics Classification on MOOCs During the COVID-19: Author Profiling via Deep Learning Based on Semantic and Syntactic Representations. <i>Frontiers in Research Metrics and Analytics</i> , 2021, 6, 673928.	0.9	4
18	Training Temporal and NLP Features via Extremely Randomised Trees for Educational Level Classification. <i>Lecture Notes in Computer Science</i> , 2021, , 136-147.	1.0	0

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19	Exploring Bayesian Deep Learning for Urgent Instructor Intervention Need in MOOC Forums. Lecture Notes in Computer Science, 2021, , 78-90.	1.0	4
20	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
21	Investigating users'™ experience on social media ads: perceptions of young users. Heliyon, 2020, 6, e04378.	1.4	16
22	Temporal Sentiment Analysis of Learners: Public Versus Private Social Media Communication Channels in a Women-in-Tech Conversion Course. , 2020, , .		1
23	Digital Inclusion in Nothern England: Training Women from Underrepresented Communities in Tech: A Data Analytics Case Study. , 2020, , .		0
24	Using learning analytics in the Amazonas: understanding students'™ behaviour in introductory programming. British Journal of Educational Technology, 2020, 51, 955-972.	3.9	43
25	Prediction of Users'™ Professional Profile in MOOCs Only by Utilising Learners'™ Written Texts. Lecture Notes in Computer Science, 2020, , 163-173.	1.0	6
26	A Multidimensional Deep Learner Model of Urgent Instructor Intervention Need in MOOC Forum Posts. Lecture Notes in Computer Science, 2020, , 226-236.	1.0	15
27	Can We Use Gamification to Predict Students'™ Performance? A Case Study Supported by an Online Judge. Lecture Notes in Computer Science, 2020, , 259-269.	1.0	9
28	Is MOOC Learning Different for Dropouts? A Visually-Driven, Multi-granularity Explanatory ML Approach. Lecture Notes in Computer Science, 2020, , 353-363.	1.0	10
29	GamiCSM. , 2020, , .		4
30	Exploring Navigation Styles in a FutureLearn MOOC. Lecture Notes in Computer Science, 2020, , 45-55.	1.0	5
31	Sequential Recommender via Time-aware Attentive Memory Network. , 2020, , .		12
32	Early Performance Prediction for CS1 Course Students using a Combination of Machine Learning and an Evolutionary Algorithm. , 2019, , .		21
33	A Taxonomy of Game Elements for Gamification in Educational Contexts: Proposal and Evaluation. , 2019, , .		41
34	Narrative for Gamification in Education: Why Should you Care?. , 2019, , .		16
35	Research on Prediction of Infectious Diseases, their spread via Social Media and their link to Education. , 2019, , .		3
36	Predicting Learners' Demographics Characteristics. , 2019, , .		3

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37	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.	1.0	8
38	Early Dropout Prediction for Programming Courses Supported by Online Judges. Lecture Notes in Computer Science, 2019, , 67-72.	1.0	21
39	Predicting MOOCs Dropout Using Only Two Easily Obtainable Features from the First Week's Activities. Lecture Notes in Computer Science, 2019, , 163-173.	1.0	31
40	Analysing gamification elements in educational environments using an existing Gamification taxonomy. Smart Learning Environments, 2019, 6, .	4.3	107
41	Social Engagement versus Learning Engagement An Exploratory Study of FutureLearn Learners. , 2019, , .		3
42	Cognitive agents and machine learning by example: Representation with conceptual graphs. Computational Intelligence, 2018, 34, 603-634.	2.1	7
43	Nowcasting the Stance of Social Media Users in a Sudden Vote. , 2018, , .		21
44	A Large-Scale Category-Based Evaluation of A Visual Language for Adaptive Hypermedia. , 2018, , .		0
45	An Intuitive Authoring System for a Personalised, Social, Gamified, Visualisation-supporting e-learning System. , 2018, , .		2
46	On the Need for Fine-Grained Analysis of Gender Versus Commenting Behaviour in MOOCs. , 2018, , .		9
47	Building and evaluating resources for sentiment analysis in the Greek language. Language Resources and Evaluation, 2018, 52, 1021-1044.	1.8	30
48	Design of a Learning Space Management System for Open and Adaptable School Facilities. Communications in Computer and Information Science, 2018, , 22-43.	0.4	1
49	In-depth Exploration of Engagement Patterns in MOOCs. Lecture Notes in Computer Science, 2018, , 395-409.	1.0	10
50	Can learner characteristics predict their behaviour on MOOCs?. , 2018, , .		4
51	Do personalisation and emotions affect the use of cancer-related websites?. Online Information Review, 2017, 41, 102-118.	2.2	3
52	Connecting Targets to Tweets: Semantic Attention-Based Model for Target-Specific Stance Detection. Lecture Notes in Computer Science, 2017, , 18-32.	1.0	39
53	A Review on Corpus Annotation for Arabic Sentiment Analysis. Lecture Notes in Computer Science, 2017, , 215-225.	1.0	2
54	Identifying Objectives for a Learning Space Management System with Value-focused Thinking. , 2017, , .		8

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55	What's New? Analysing Language-Specific Wikipedia Entity Contexts to Support Entity-Centric News Retrieval. Lecture Notes in Computer Science, 2017, , 210-231.	1.0	1
56	Towards detection of influential sentences affecting reputation in wikipedia. , 2016, , .		0
57	Framework for Sentiment Analysis of Arabic Text. , 2016, , .		9
58	Designing a collaborative group project recommender for an e-learning system. , 2016, , .		1
59	Motivational Gamification Strategies Rooted in Self-Determination Theory for Social Adaptive E-Learning. Lecture Notes in Computer Science, 2016, , 294-300.	1.0	40
60	Large Scale Evaluation of an Adaptive E-Advertising User Model. Communications in Computer and Information Science, 2016, , 137-157.	0.4	0
61	Learners Thrive Using Multifaceted Open Social Learner Modeling. IEEE MultiMedia, 2016, 23, 36-47.	1.5	12
62	Who likes me more?. , 2016, , .		6
63	An Adaptive e-Advertising Delivery Model: The AEADS Approach. , 2016, , .		1
64	A Taxonomy-Based Evaluation of Personalized E-Advertisement. , 2015, , .		0
65	Personalized E-Advertisement and Experience: Recommending User Targeted Ads. , 2015, , .		1
66	Designing an adaptive online advertisement system: A focus group methodology. , 2015, , .		0
67	Predicting Elections for Multiple Countries Using Twitter and Polls. IEEE Intelligent Systems, 2015, 30, 10-17.	4.0	52
68	WarwickDCS: From Phrase-Based to Target-Specific Sentiment Recognition. , 2015, , .		4
69	Students as Customers. Advances in E-Business Research Series, 2015, , 306-331.	0.2	2
70	Students as Customers. , 2015, , 1882-1906.		0
71	An Adaptive E-Advertising User Model: The AEADS Approach. , 2015, , .		0
72	Unsupervised neural controller for Reinforcement Learning action-selection: Learning to represent knowledge. , 2014, , .		0

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73	The critical role of profiles in social e-learning design. , 2014, , .		2
74	Entropy-based automated wrapper generation for weblog data extraction. World Wide Web, 2014, 17, 827-846.	2.7	0
75	Introduction to the special issue of the World Wide Web journal on "Social Media Preservation and Applications", World Wide Web, 2014, 17, 691-693.	2.7	1
76	The ethical and social implications of personalization technologies for e-learning. Information and Management, 2014, 51, 819-832.	3.6	33
77	Contextual Gamification of Social Interaction " Towards Increasing Motivation in Social E-learning. Lecture Notes in Computer Science, 2014, , 116-122.	1.0	26
78	How to Create an E-Advertising Adaptation Strategy: The AEADS Approach. Lecture Notes in Business Information Processing, 2014, , 171-178.	0.8	2
79	Multifaceted Open Social Learner Modelling. Lecture Notes in Computer Science, 2014, , 32-42.	1.0	3
80	GRAPPLE: Learning Management Systems Meet Adaptive Learning Environments. Smart Innovation, Systems and Technologies, 2013, , 133-160.	0.5	19
81	Evaluation of Social Interaction Features in Topolor - A Social Personalized Adaptive E-Learning System. , 2013, , .		7
82	Social Personalized Adaptive E-Learning Environment: Topolor - Implementation and Evaluation. Lecture Notes in Computer Science, 2013, , 708-711.	1.0	10
83	Is adaptation of e-advertising the way forward?. , 2013, , .		2
84	Designing social personalized adaptive e-learning. , 2013, , .		4
85	Zero-cost labelling with web feeds for weblog data extraction. , 2013, , .		0
86	A hybrid approach for spotting, disambiguating and annotating places in user-generated text. , 2013, , .		1
87	Topolor: A Social Personalized Adaptive E-Learning System. Lecture Notes in Computer Science, 2013, , 338-340.	1.0	17
88	Evaluating System Functionality in Social Personalized Adaptive E-Learning Systems. Lecture Notes in Computer Science, 2013, , 633-634.	1.0	9
89	MyAds" A Proposed Adaptive Social Online Advertising Framework. Singaporean Journal of Business Economics and Management Studies, 2013, , 401-405.	0.1	1
90	Technological foundations of the current blogosphere. , 2012, , .		0

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91	Towards adaptation in e-learning 2.0. <i>New Review of Hypermedia and Multimedia</i> , 2011, 17, 199-238.	0.9	25
92	Adaptive Authoring of Adaptive Hypermedia Towards, Role-based, Adaptive Authoring. , 2011, , .		0
93	Reusing Adaptation Strategies in Adaptive Educational Hypermedia Systems. , 2010, , .		1
94	The CAE-L Cultural Framework: Definition, Instances and Web Service. , 2010, , .		1
95	The next generation authoring adaptive hypermedia. , 2010, , .		18
96	Transforming a Linear Module into an Adaptive One: Tackling the Challenge. <i>Lecture Notes in Computer Science</i> , 2010, , 82-91.	1.0	2
97	Continuous Use of Authoring for Adaptive Educational Hypermedia: A Long-term Case Study. , 2010, , .		4
98	Authoring for E-learning 2.0: A Case Study. , 2009, , .		9
99	Adaptation Languages for Learning: The CAM Meta-model. , 2009, , .		3
100	Social Reference Model for Adaptive Web Learning. <i>Lecture Notes in Computer Science</i> , 2009, , 162-171.	1.0	8
101	LAG 2.0: Refining a Reusable Adaptation Language and Improving on Its Authoring. <i>Lecture Notes in Computer Science</i> , 2009, , 7-21.	1.0	5
102	Cultural Artefacts in Education: Analysis, Ontologies and Implementation. , 2008, , .		2
103	Interoperability between MOT and Learning Management Systems: Converting CAF to IMS QTI and IMS CP. <i>Lecture Notes in Computer Science</i> , 2008, , 296-299.	1.0	1
104	Defining Adaptation in a Generic Multi Layer Model: CAM: The GRAPPLE Conceptual Adaptation Model. <i>Lecture Notes in Computer Science</i> , 2008, , 132-143.	1.0	24
105	Reuse Patterns in Adaptation Languages: Creating a Meta-level for the LAG Adaptation Language. <i>Lecture Notes in Computer Science</i> , 2008, , 304-307.	1.0	1
106	Evaluating the automatic and manual creation process of adaptive lessons. , 2007, , .		2
107	Authoring of Adaptive Educational Hypermedia. , 2007, , .		7
108	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.	0.1	14

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109	Authoring adaptive educational hypermedia on the semantic desktop. International Journal of Learning Technology, 2007, 3, 230.	0.2	7
110	Specification, authoring and prototyping of personalised workplace learning solutions. International Journal of Learning Technology, 2007, 3, 286.	0.2	9
111	Quality of Experience-LAOS: create once, use many, use anywhere. International Journal of Learning Technology, 2007, 3, 209.	0.2	4
112	A Qualitative and Quantitative Evaluation of Adaptive Authoring of Adaptive Hypermedia. Lecture Notes in Computer Science, 2007, , 71-85.	1.0	0
113	Interoperability between AEH user models. , 2006, , .		10
114	Adaptivity, personalization, and the semantic web. , 2006, , .		2
115	Towards more efficient generic semantic authoring for adaptive hypermedia. , 2006, , .		6
116	Learning Styles Adaptation Language for Adaptive Hypermedia. Lecture Notes in Computer Science, 2006, , 323-327.	1.0	13
117	Automatic Authoring of Adaptive Educational Hypermedia. , 2006, , 24-55.		9
118	Automatic and Manual Annotation Using Flexible Schemas for Adaptation on the Semantic Desktop. Lecture Notes in Computer Science, 2006, , 88-102.	1.0	1
119	Evaluation of adaptive hypermedia systems' conversion. , 2005, , .		2
120	Goal oriented personalisation with SCORM. , 2005, , .		8
121	Authoring of learning styles in adaptive hypermedia. , 2004, , .		81
122	Evaluating adaptive hypermedia authoring while teaching adaptive systems. , 2004, , .		8
123	Adaptive course creation for all. , 2004, , .		0
124	The LAG grammar for authoring the adaptive Web. , 2004, , .		9
125	The Three Layers of Adaptation Granularity. Lecture Notes in Computer Science, 2003, , 4-14.	1.0	35
126	Towards Generic Adaptive Systems: Analysis of a Case Study. Lecture Notes in Computer Science, 2002, , 79-89.	1.0	13

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127	Adaptive Authoring of Adaptive Educational Hypermedia. Lecture Notes in Computer Science, 2002, , 122-132.	1.0	21
128	Ontological Support for Web Courseware Authoring. Lecture Notes in Computer Science, 2002, , 270-280.	1.0	34
129	Future integrated learning environments with multimedia. Journal of Computer Assisted Learning, 2001, 17, 4-12.	3.3	10
130	Exploratory Activity Support Based on a Semantic Feature Map. Lecture Notes in Computer Science, 2000, , 347-350.	1.0	4
131	Supporting Discovery Learning in Building Neural Network Models. Lecture Notes in Computer Science, 2000, , 647-647.	1.0	0
132	Knowledge Computing Method for Enhancing the Effectiveness of a WWW Distance Education System. Lecture Notes in Computer Science, 2000, , 289-292.	1.0	1
133	A parallelization method for neural networks with weak connection design. Lecture Notes in Computer Science, 1997, , 397-404.	1.0	3
134	Energy function construction and implementation for stock exchange prediction NNs. , 0, , .		1
135	Speed-up opportunities for ANN in a time-share parallel environment. , 0, , .		1
136	Student model-based, agent-managed, adaptive distance learning environment for academic English teaching. , 0, , .		1
137	An adaptive distance learning environment for language teaching. , 0, , .		1
138	DiscoverNet: adaptive learning environment for designing neural networks. , 0, , .		0
139	A distance-education self-learning support system based on a VOD server. , 0, , .		5
140	Time series prediction with wavelet neural networks. , 0, , .		24
141	Development and evaluation of a mental model forming support ITS-the qualitative diagnosis simulator for the SCS operation activity. , 0, , .		3
142	Proposal of a collaborative learning standardization. , 0, , .		7
143	The development of CALL environment on the WWW for teaching academic English. , 0, , .		3
144	Measuring knowledge transfer skills by using constrained-student modeler autonomous agent. , 0, , .		3

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145	A cooperative linkage between university and industry via an Internet distance education system. , 0, , .		1
146	The Distance Ecological Model to support self/collaborative-learning in the Internet environment. , 0, , .		8
147	Considering automatic educational validation of computerized educational systems. , 0, , .		1
148	Collaborative learning support knowledge management for asynchronous learning networks. , 0, , .		0
149	Designer adaptation in adaptive hypermedia authoring. , 0, , .		9
150	Adaptive course authoring: My Online Teacher. , 0, , .		34
151	Communicative task modeling and its practice on academic English learning in a web-based environment. , 0, , .		0
152	AWELS: Adaptive Web-Based Education and Learning Styles. , 0, , .		8
153	Authoring Adaptive Hypermedia and IMS Learning Design: A Possible Understanding?. , 0, , .		0
154	Interoperable Adaptive Educational Hypermedia: A Web Service Definition. , 0, , .		1
155	Adapting SME Learning Environments for Adaptivity. , 0, , .		2
156	Social, Personalized Lifelong Learning. , 0, , 90-125.		3
157	Sub-symbolic knowledge extraction environment for teaching process assistance. , 0, , .		0
158	Evaluation of Interoperability between MOT and Regular Learning Management Systems. Lecture Notes in Computer Science, 0, , 104-109.	1.0	0