Ig Ibert Bittencourt Santa Pinto

List of Publications by Year
in descending order

110 papers	1,465 citations	430874 18 h-index	395702 33 g-index
114 all docs	114 docs citations	114 times ranked	1148 citing authors

#	Article	IF	Citations
1	Applications of ontologies in requirements engineering: a systematic review of the literature. Requirements Engineering, 2016, 21, 405-437.	3.1	122
2	Ethics of AI in Education: Towards a Community-Wide Framework. International Journal of Artificial Intelligence in Education, 2022, 32, 504-526.	5.5	114
3	A computational model for developing semantic web-based educational systems. Knowledge-Based Systems, 2009, 22, 302-315.	7.1	88
4	Does peer assessment in on-line learning environments work? A systematic review of the literature. Computers in Human Behavior, 2016, 64, 94-107.	8.5	66
5	Affective states in computer-supported collaborative learning: Studying the past to drive the future. Computers and Education, 2018, 120, 29-50.	8.3	65
6	An approach for planning and deploying gamification concepts with social networks within educational contexts. International Journal of Information Management, 2019, 46, 294-303.	17.5	62
7	Recommendations in Online Discussion Forums for E-Learning Systems. IEEE Transactions on Learning Technologies, 2010, 3, 165-176.	3.2	60
8	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
9	Rule-based expert systems to support step-by-step guidance in algebraic problem solving: The case of the tutor PAT2Math. Expert Systems With Applications, 2013, 40, 5456-5465.	7.6	54
10	A Semantic Web-based authoring tool to facilitate the planning of collaborative learning scenarios compliant with learning theories. Computers and Education, 2013, 63, 267-284.	8.3	45
11	A survey of security in multi-agent systems. Expert Systems With Applications, 2012, 39, 4835-4846.	7.6	43
12	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
13	A gamified peer assessment model for on-line learning environments in a competitive context. Computers in Human Behavior, 2016, 64, 247-263.	8.5	39
14	Steps, techniques, and technologies for the development of intelligent applications based on Semantic Web Services: A case study in e-learning systems. Engineering Applications of Artificial Intelligence, 2011, 24, 1355-1367.	8.1	31
15	Does gender stereotype threat in gamified educational environments cause anxiety? An experimental study. Computers and Education, 2017, 115, 161-170.	8.3	30
16	Personalization of Gamification in Collaborative Learning Contexts using Ontologies. IEEE Latin America Transactions, 2015, 13, 1995-2002.	1.6	26
17	A framework for building web mining applications in the world of blogs: A case study in product sentiment analysis. Expert Systems With Applications, 2012, 39, 4813-4834.	7.6	25
18	Infographics or Graphics+Text: Which Material is Best for Robust Learning?. , 2016, , .		23

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19	A Rule-Based Recommender System for Online Discussion Forums. Lecture Notes in Computer Science, 2008, , 12-21.	1.3	22
20	GaTO: An Ontological Model to Apply Gamification in Intelligent Tutoring Systems. Frontiers in Artificial Intelligence, 2019, 2, 13.	3.4	19
21	Ontology Driven Software Engineering: A Review of Challenges and Opportunities. IEEE Latin America Transactions, 2015, 13, 863-869.	1.6	18
22	Tailored Gamification to Educational Technologies. , 2019, , .		18
23	Does Tailoring Gamified Educational Systems Matter? The Impact on Students' Flow Experience. , 2020, , .		18
24	JOINT: Java ontology integrated toolkit. Expert Systems With Applications, 2013, 40, 6469-6477.	7.6	17
25	Visualizing Learning Analytics and Educational Data Mining Outputs. Lecture Notes in Computer Science, 2018, , 251-256.	1.3	17
26	Automatic Question Classifiers: A Systematic Review. IEEE Transactions on Learning Technologies, 2019, 12, 485-502.	3.2	17
27	A Systematic Review on the Use of Ontologies in Requirements Engineering. , 2014, , .		15
28	Homogeneous Group Formation in Collaborative Learning Scenarios: An Approach Based on Personality Traits and Genetic Algorithms. IEEE Transactions on Learning Technologies, 2021, 14, 486-499.	3.2	14
29	Educational resources recommendation system based on agents and semantic web for helping students in a virtual learning environment. International Journal of Web Based Communities, 2012, 8, 333.	0.3	12
30	A systematic review on multi-device inclusive environments. Universal Access in the Information Society, 2016, 15, 737-772.	3.0	12
31	Ontology-based feature modeling: An empirical study in changing scenarios. Expert Systems With Applications, 2015, 42, 4950-4964.	7.6	11
32	Improving pedagogical recommendations by classifying students according to their interactional behavior in a gamified learning environment. , 2015, , .		11
33	Badges and XP: An observational study about learning. , 2015, , .		10
34	The Use of Software Tools in Linked Data Publication and Consumption. International Journal on Semantic Web and Information Systems, 2017, 13, 68-88.	5.1	10
35	A systematic review on the use of best practices for publishing linked data. Online Information Review, 2018, 42, 107-123.	3.2	10
36	Group Formation in CSCL: A Review of the State of the Art. Communications in Computer and Information Science, 2018, , 71-88.	0.5	9

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37	Gamification of Collaborative Learning Scenarios: Structuring Persuasive Strategies Using Game Elements and Ontologies. Communications in Computer and Information Science, 2016, , 12-28.	0.5	9
38	AnÃ¡lise, Projeto, Desenvolvimento e AvaliaÃ§Ã£o de Jogos SÃ©rios e Afins: uma revisÃ£o de desafios e oportunidades. , 0, , .		9
39	A Quantitative Analysis of the Most Relevant Gamification Elements in an Online Learning Environment. , 2016, , .		8
40	An approach for semantic web services automatic discovery and composition with similarity metrics. , 2009, , .		7
41	An ontology-driven software product line architecture for developing gamified intelligent tutoring systems. International Journal of Knowledge and Learning, 2017, 12, 27.	0.2	7
42	Helping Teachers Help Their Students: AÂHuman-AI Hybrid Approach. Lecture Notes in Computer Science, 2020, , 448-459.	1.3	7
43	Modelos e Ferramentas para a ConstruÃ§Ã£o de Sistemas Educacionais Adaptativos e SemÃ¢nticos. Revista Brasileira De Informâˆ šÂºtica Na Educaâˆ šÃŸâˆ šÂ£o, 2011, 19, .	0.1	7
44	Co-designing Gamified Intelligent Tutoring Systems with Teachers. Revista Brasileira De Informâˆ šÂºtica Na Educaâˆ šÃŸâˆ šÂ£o, 0, 28, 73-91.	0.1	7
45	Affective States in CSCL Environments: A Systematic Mapping of the Literature. , 2015, , .		6
46	Evaluating the Impact of Mars and Venus Effect on the Use of an Adaptive Learning Technology for Portuguese and Mathematics. , 2016, , .		6
47	OntoSoft Process: Towards an Agile Process for Ontology-Based Software. , 2016, , .		6
48	AIMED: Agile, Integrative and Open Method for Open Educational Resources Development. , 2017, , .		6
49	Validation and psychometric properties of the Brazilian-Portuguese dispositional flow scale 2 (DFS-BR). PLoS ONE, 2021, 16, e0253044.	2.5	6
50	Can Ontologies Support the Gamification of Scripted Collaborative Learning Sessions?. Lecture Notes in Computer Science, 2020, , 79-91.	1.3	6
51	A Systematic Approach for Providing Personalized Pedagogical Recommendations Based on Educational Data Mining. Lecture Notes in Computer Science, 2014, , 362-367.	1.3	6
52	Modeling JADE Agents from GAIA Methodology under the Perspective of Semantic Web. Lecture Notes in Business Information Processing, 2009, , 780-789.	1.0	6
53	QPJ-BR: QuestionÃ¡rio para IdentificaÃ§Ã£o de Perfis de Jogadores para o PortuguÃªs-Brasileiro. , 0, , .		6
54	Uma RevisÃ£o SistemÃ¡tica sobre a EducaÃ§Ã£o do Surdo em Ambientes Virtuais Educacionais. , 0, , .		6

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55	On the use of metamodeling for relating requirements and architectural design decisions. , 2013, , .		5
56	Investigating how gamified syllabic literacy impacts learning, flow and inappropriate behaviors: A single-subject study design. International Journal of Child-Computer Interaction, 2022, 33, 100458.	3.5	5
57	Ontology-based software product line for building semantic web applications. , 2010, , .		4
58	Automated instructional design for CSCL: A hierarchical task network planning approach. Expert Systems With Applications, 2014, 41, 3777-3798.	7.6	4
59	Reduced GUI for an interactive geometry software: Does it affect students' performance?. Computers in Human Behavior, 2016, 54, 124-133.	8.5	4
60	Amplifying Teachers Intelligence in the Design of Gamified Intelligent Tutoring Systems. Lecture Notes in Computer Science, 2018, , 68-73.	1.3	4
61	The State-of-the-Art on Collective Intelligence in Online Educational Technologies. IEEE Transactions on Learning Technologies, 2021, 14, 257-271.	3.2	4
62	What to do and what to avoid on the use of gamified intelligent tutor system for low-income students. Education and Information Technologies, 2022, 27, 2677-2694.	5.7	4
63	Discouraging Gaming the System Through Interventions of an Animated Pedagogical Agent. Lecture Notes in Computer Science, 2016, , 139-151.	1.3	3
64	Dataset of two experiments of the application of gamified peer assessment model into online learning environment MeuTutor. Data in Brief, 2017, 12, 433-437.	1.0	3
65	The Use of Software Tools in Linked Data Publication and Consumption. , 2021, , 1868-1888.		3
66	Brain-imaging techniques in educational technologies: A systematic literature review. Education and Information Technologies, 2022, 27, 1183-1212.	5.7	3
67	Designing for Different Users and Multiple Devices: A Roadmap towards Inclusive Environments. Lecture Notes in Computer Science, 2013, , 605-622.	1.3	3
68	Uma Ferramenta para RecomendaÃ§Ã£o PedagÃ³gica Baseada em MineraÃ§Ã£o de Dados Educacionais. , 0, , .		3
69	Uma Linha de Produto de Software baseada na Web SemÃ¢ntica para Sistemas Tutores Inteligentes. Revista Brasileira De Informâˆšâ°tica Na Educaâˆšâ£o, 2012, 20, .	0.1	3
70	Does Gamification Improve Flow Experience in Classroom? An Analysis of Gamer Types in Collaborative and Competitive Settings. Revista Brasileira De Informâˆšâ°tica Na Educaâˆšâ£o, 2019, 27, 40.	0.1	3
71	AnÃ¡lise exploratÃ³ria sobre a abertura de dados educacionais no Brasil: como tornÃ¡-los prontos para o ecossistema da Web?. Revista Brasileira De Informâˆšâ°tica Na Educaâˆšâ£o, 2019, 27, 175.	0.1	3
72	Supporting interoperability between web-based educational systems. , 2009, , .		2

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73	An ontology-based software framework to provide educational data mining. , 2010, , .		2
74	OntoQAI: An Ontology to Support Quality Assurance Inspections. , 2015, , .		2
75	Steps Towards the Gamification of Collaborative Learning Scenarios Supported by Ontologies. Lecture Notes in Computer Science, 2015, , 554-557.	1.3	2
76	Quality Evaluation of Web-Based Educational Software: A Systematic Mapping. , 2015, , .		2
77	Metodologia de Desenvolvimento de Jogos SÃ©rios: EspecificaÃ§Ã£o de Ferramentas de Apoio Open Source. , 0, , .		2
78	EmAP-ML: A Protocol of Emotions and Behaviors Annotation for Machine Learning Labels. Lecture Notes in Computer Science, 2019, , 495-509.	1.3	2
79	Lessons learned from an online open course. , 2014, , .		1
80	Computer-based systems for automating instructional design of collaborative learning scenarios: a systematic literature review. International Journal of Knowledge and Learning, 2016, 11, 273.	0.2	1
81	Modelling Students' Algebraic Knowledge with Dynamic Bayesian Networks. , 2016, , .		1
82	An object triple mapping system supporting detached objects: A performance and memory usage empirical comparison. Engineering Applications of Artificial Intelligence, 2017, 62, 234-251.	8.1	1
83	The Use of Handwriting Input in Math Tutoring Systems: An Use Case with PAT2Math. , 2017, , .		1
84	Brazilian Portuguese Cross-Cultural Adaptation and Validation of the Susceptibility to Persuasion Scale (Br-STPS). , 2017, , .		1
85	An Agile Method for Developing OERs and Its Application in Serious Game Design. Communications in Computer and Information Science, 2018, , 192-206.	0.5	1
86	The Effects of Ontology-Based Gamification in Scripted Collaborative Learning. , 2019, , .		1
87	RestriÃ§Ã£o de tempo afeta na experiÃªncia de fluxo e no ensino de literatura? Estudo experimental e anÃ¡lises no kahoot!. Renote, 2021, 19, 268-277.	0.1	1
88	Estado da Arte sobre Afetividade na FormaÃ§Ã£o de Grupos em Ambientes Colaborativos de Aprendizagem. Revista Brasileira De Informâ˜Â°tica Na Educaâ˜ÃŸâ˜Â£o, 2015, 23, 113.	0.1	1
89	A Systematic Approach for Designing Educational Recommender Systems. , 2012, , 232-256.		1
90	Um Sistema para InspeÃ§Ãµes de Garantia da Qualidade Baseado em Ontologias e Agentes. Revista De Informatica Teorica E Aplicada, 2013, 20, 13.	0.2	1

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91	InovaÃ§Ã£o e Criatividade na EducaÃ§Ã£o BÃ¡sica: Dos con-ceitos ao ecossistema. Revista Brasileira De Informâˆšâ°tica Na Educaâˆšâ£o, 2016, 24, 143.	0.1	1
92	Helping MOOC Teachers Do Their Job. Communications in Computer and Information Science, 2018, , 52-67.	0.5	1
93	MeuTutor: Personalizing an Educational Technology Based on Studentsâ€™ Gamer Types. , 2019, , 71-84.		1
94	StarsCTF: A Capture the Flag Experiment to Hack Player Types and Flow Experience. Smart Innovation, Systems and Technologies, 2022, , 467-477.	0.6	1
95	Flow theory and learning in the Brazilian context: a systematic literature review. Educacao E Pesquisa, 0, 48, .	0.4	1
96	An Ontology-Based Model for Driving the Building of Software Product Lines in an ITS Context. Advances in Intelligent and Soft Computing, 2011, , 155-159.	0.2	0
97	Towards an Agent-Based Approach for Automatic Generation of Researcher Profiles Using Multiple Data Sources. , 2013, , .		0
98	A survey analysis on goal orientation changes in an information systems distance course. , 2015, , .		0
99	A semi-automatic system to evaluate the performance and scalability of ontology persistent APIs. Science of Computer Programming, 2017, 136, 43-59.	1.9	0
100	Pedagogical Recommendation to Improve the Quality of Writing: A Case Study In a Public School. , 2018, , .		0
101	Towards an Ontology-Based System to Improve Usability in Collaborative Learning Environments. Lecture Notes in Computer Science, 2012, , 298-303.	1.3	0
102	AssistLibras: Um Assistente GrÃ¡fico para ConstruÃ§Ã£o de Sinais 3D da LIBRAS. , 0, , .		0
103	A Systematic Approach for Designing Educational Recommender Systems. , 2014, , 1264-1288.		0
104	RelaÃ§Ã£o entre os Estados Afetivos e as Teorias de Aprendizagem na FormaÃ§Ã£o de Grupos em Ambientes CSCL. , 0, , .		0
105	Computer-based systems for automating instructional design of collaborative learning scenarios: a systematic literature review. International Journal of Knowledge and Learning, 2016, 11, 273.	0.2	0
106	Metodologia de Desenvolvimento de Jogos SÃ©rios: especificaÃ§Ã£o de ferramentas de apoio open source. Revista Brasileira De Informâˆšâ°tica Na Educaâˆšâ£o, 2017, 24, 109.	0.1	0
107	A utilizaÃ§Ã£o da Teoria da AutodeterminaÃ§Ã£o no Brasil: um mapeamento sistemÃ¡tico da literatura. Psicologia Revista, 2020, 29, 422-447.	0.0	0
108	AnÃ¡lise da aceitaÃ§Ã£o de recomendaÃ§Ãµes explicadas de recursos educacionais para apoiar o ensino e a aprendizagem em um ambiente educacional online.. , 0, , .		0

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109	InteligÃªncia Coletiva como ferramenta de apoio na construÃ§Ã£o de Loops Internos em Sistemas Tutores Inteligentes. , 0, , .		0
110	Teoria do fluxo e aprendizagem no contexto brasileiro: uma revisÃ£o sistemÃ¡tica de literatura. Educacao E Pesquisa, 0, 48, .	0.4	0