

Pinaki Chakraborty

List of Publications by Year in descending order

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Version: 2024-02-01

55
papers

782
citations

759055

12
h-index

580701

25
g-index

56
all docs

56
docs citations

56
times ranked

366
citing authors

#	ARTICLE	IF	CITATIONS
1	Opinion of students on online education during the COVID-19 pandemic. Human Behavior and Emerging Technologies, 2021, 3, 357-365.	2.5	209
2	Role of Emotion in Excessive Use of Twitter During COVID-19 Imposed Lockdown in India. Journal of Technology in Behavioral Science, 2021, 6, 370-377.	1.3	51
3	Children aged 6–24 months like to watch YouTube videos but could not learn anything from them. Acta Paediatrica, International Journal of Paediatrics, 2018, 107, 1461-1466.	0.7	49
4	Use of Information Communication Technology by Medical Educators Amid COVID-19 Pandemic and Beyond. Journal of Educational Technology Systems, 2021, 49, 310-324.	3.6	43
5	Tools and Techniques for Teaching Computer Programming: A Review. Journal of Educational Technology Systems, 2020, 49, 170-198.	3.6	35
6	A review of tools and techniques for computer aided pronunciation training (CAPT) in English. Education and Information Technologies, 2019, 24, 3731-3743.	3.5	28
7	Using smartphones with suitable apps can be safe and even useful if they are not misused or overused. Acta Paediatrica, International Journal of Paediatrics, 2018, 107, 384-387.	0.7	27
8	Children aged two to four are able to scribble and draw using a smartphone app. Acta Paediatrica, International Journal of Paediatrics, 2017, 106, 991-994.	0.7	26
9	Fifty years of automata simulation. ACM Inroads, 2011, 2, 59-70.	0.4	24
10	Analysis of Data from Wearable Sensors for Sleep Quality Estimation and Prediction Using Deep Learning. Arabian Journal for Science and Engineering, 2020, 45, 10793-10812.	1.7	22
11	Problematic Use of Digital Technologies and Its Impact on Mental Health During COVID-19 Pandemic: Assessment Using Machine Learning. Studies in Systems, Decision and Control, 2021, , 197-221.	0.8	21
12	Child's smartphone interaction: relevance and positive and negative implications. Universal Access in the Information Society, 2022, 21, 573-586.	2.1	15
13	Automata Simulator: A mobile app to teach theory of computation. Computer Applications in Engineering Education, 2019, 27, 1064-1072.	2.2	14
14	Smartphone Apps for Teaching Engineering Courses: Experience and Scope. Journal of Educational Technology Systems, 2018, 47, 4-16.	3.6	13
15	Students' Performance Prediction Using Feature Selection and Supervised Machine Learning Algorithms. Advances in Intelligent Systems and Computing, 2021, , 347-354.	0.5	13
16	Intervention of Wearables and Smartphones in Real Time Monitoring of Sleep and Behavioral Health: An Assessment Using Adaptive Neuro-Fuzzy Technique. Arabian Journal for Science and Engineering, 2022, 47, 1999-2024.	1.7	12
17	A brief survey of computerized expert systems for crop protection being used in India. Progress in Natural Science: Materials International, 2008, 18, 469-473.	1.8	11
18	Designing Drawing Apps for Children: Artistic and Technological Factors. International Journal of Human-Computer Interaction, 2022, 38, 103-117.	3.3	11

#	ARTICLE	IF	CITATIONS
19	Opinion of Computer Science Instructors and Students on MOOCs in an Indian University. <i>Journal of Educational Technology Systems</i> , 2018, 47, 205-212.	3.6	10
20	User Interface of a Drawing App for Children: Design and Effectiveness. <i>Advances in Intelligent Systems and Computing</i> , 2021, , 53-61.	0.5	10
21	A language for easy and efficient modeling of Turing machines. <i>Progress in Natural Science: Materials International</i> , 2007, 17, 867-871.	1.8	8
22	A compiler-based toolkit to teach and learn finite automata. <i>Computer Applications in Engineering Education</i> , 2013, 21, 467-474.	2.2	8
23	PAVT: a tool to visualize and teach parsing algorithms. <i>Education and Information Technologies</i> , 2018, 23, 2737-2764.	3.5	8
24	Evaluation of simulation systems suitable for teaching compiler construction courses. <i>Computer Applications in Engineering Education</i> , 2020, 28, 606-625.	2.2	8
25	Ability of children to perform touchscreen gestures and follow prompting techniques when using mobile apps. <i>Clinical and Experimental Pediatrics</i> , 2020, 63, 232-236.	0.9	8
26	Children's interaction with touchscreen devices: Performance and validity of Fitts' law. <i>Human Behavior and Emerging Technologies</i> , 2021, 3, 1132-1140.	2.5	8
27	A new practicum in compiler construction. <i>Computer Applications in Engineering Education</i> , 2014, 22, 429-441.	2.2	7
28	PPVT. <i>ACM Inroads</i> , 2017, 8, 43-47.	0.4	7
29	Interaction of children with an augmented reality smartphone app. <i>International Journal of Information Technology (Singapore)</i> , 2020, 12, 711-716.	1.8	7
30	Diagnosis, prevalence and effects of nomophobia – A review. <i>Psychiatry Research</i> , 2020, 288, 112975.	1.7	7
31	Effect of different grouping arrangements on students' achievement and experience in collaborative learning environment. <i>Interactive Learning Environments</i> , 2023, 31, 6366-6378.	4.4	7
32	Field Note: A Disease Specific Expert System for the Indian Mango Crop. <i>Journal of Agricultural Education and Extension</i> , 2007, 13, 81-82.	1.1	6
33	Smartphone apps can entertain and educate children aged two to six years but should be used with caution. <i>Acta Paediatrica, International Journal of Paediatrics</i> , 2018, 107, 1834-1835.	0.7	6
34	An exercise on hardware/software codesign following the RISC model. <i>Computer Applications in Engineering Education</i> , 2016, 24, 305-312.	2.2	5
35	Teaching concepts related to finite automata using ComVis. <i>Computer Applications in Engineering Education</i> , 2021, 29, 994-1006.	2.2	5
36	A genetic algorithm-based approach for making pairs and assigning exercises in a programming course. <i>Computer Applications in Engineering Education</i> , 2020, 28, 1708-1721.	2.2	5

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37	International collaborative projects on digital electronic systems using open source tools. Computer Applications in Engineering Education, 2020, 28, 792-802.	2.2	5
38	Designing Digital Content for Children: Understanding children's capabilities. Childhood Education, 2021, 97, 75-78.	0.1	5
39	KELDEC. , 2019, , .		3
40	Teaching purpose compilers. ACM Inroads, 2011, 2, 47-51.	0.4	3
41	Automata simulators: Classic tools for computer science education. British Journal of Educational Technology, 2012, 43, E11.	3.9	2
42	Effects of Using Facebook on Academic Performance of Students: A Review. , 2020, , .		2
43	VISTA: A teaching aid to enhance contextual teaching. Computer Applications in Engineering Education, 2021, 29, 1526-1541.	2.2	1
44	Children and new media: can playing with smartphones be beneficial?. Media Asia, 2022, 49, 76-83.	0.5	1
45	ComVIS's Interactive simulation environment for compiler learning. Computer Applications in Engineering Education, 0, , .	2.2	1
46	Using Google voice search to support informal learning in four to ten year old children. Education and Information Technologies, 0, , 1.	3.5	1
47	Children's ability to engage in video chatting: expressiveness, recall and problem solving. Journal of Human Behavior in the Social Environment, 0, , 1-19.	1.1	1
48	Five Principles of Smartphone Use by Children: Ability, Necessity, and Consequences. Childhood Education, 2022, 98, 76-79.	0.1	1
49	A Model for Teaching Geometry to Schoolchildren Using Smartphone App. , 2022, , .		1
50	Human-Computer Interaction as an Important Aspect of Software: A Tutorial. , 2020, , .		0
51	SleepQual and B.Health: Smartwatch and Smartphone based Behavioral Datasets of Youth. , 2022, , .		0
52	Children's Ability to Read from Computers and Smartphones. Journal of Educational Technology Systems, 0, , 004723952210832.	3.6	0
53	A mathematical model for suitability of smartphone apps for children. Human Behavior and Emerging Technologies, 2022, 2022, 1-7.	2.5	0
54	The Role of Learning Analytics in Higher Education: A Strategy towards Sustainability. , 2021, , .		0

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55	A User Centered Design Approach to Develop a Mobile App for Children., 2021, , .		0