

Pinaki Chakraborty

List of Publications by Year in descending order

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Version: 2024-02-01

55
papers

782
citations

858243

12
h-index

651938

25
g-index

56
all docs

56
docs citations

56
times ranked

392
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 1 | Effect of different grouping arrangements on studentsâ€™ achievement and experience in collaborative learning environment. <i>Interactive Learning Environments</i> , 2023, 31, 6366-6378. | 4.4 | 7 |
| 2 | Childâ€™s smartphone interaction: relevance and positive and negative implications. <i>Universal Access in the Information Society</i> , 2022, 21, 573-586. | 2.1 | 15 |
| 3 | Designing Drawing Apps for Children: Artistic and Technological Factors. <i>International Journal of Human-Computer Interaction</i> , 2022, 38, 103-117. | 3.3 | 11 |
| 4 | Children and new media: can playing with smartphones be beneficial?. <i>Media Asia</i> , 2022, 49, 76-83. | 0.5 | 1 |
| 5 | Intervention of Wearables and Smartphones in Real Time Monitoring of Sleep and Behavioral Health: An Assessment Using Adaptive Neuro-Fuzzy Technique. <i>Arabian Journal for Science and Engineering</i> , 2022, 47, 1999-2024. | 1.7 | 12 |
| 6 | SleepQual and B.Health: Smartwatch and Smartphone based Behavioral Datasets of Youth. , 2022, , . | | 0 |
| 7 | Five Principles of Smartphone Use by Children: Ability, Necessity, and Consequences. <i>Childhood Education</i> , 2022, 98, 76-79. | 0.1 | 1 |
| 8 | A mathematical model for suitability of smartphone apps for children. <i>Human Behavior and Emerging Technologies</i> , 2022, 2022, 1-7. | 2.5 | 0 |
| 9 | A Model for Teaching Geometry to Schoolchildren Using Smartphone App. , 2022, , . | | 1 |
| 10 | Teaching concepts related to finite automata using ComVis. <i>Computer Applications in Engineering Education</i> , 2021, 29, 994-1006. | 2.2 | 5 |
| 11 | Role of Emotion in Excessive Use of Twitter During COVID-19 Imposed Lockdown in India. <i>Journal of Technology in Behavioral Science</i> , 2021, 6, 370-377. | 1.3 | 51 |
| 12 | Use of Information Communication Technology by Medical Educators Amid COVID-19 Pandemic and Beyond. <i>Journal of Educational Technology Systems</i> , 2021, 49, 310-324. | 3.6 | 43 |
| 13 | Opinion of students on online education during the <scp>COVID</scp> â€”19 pandemic. <i>Human Behavior and Emerging Technologies</i> , 2021, 3, 357-365. | 2.5 | 209 |
| 14 | Designing Digital Content for Children: Understanding childrenâ€™s capabilities. <i>Childhood Education</i> , 2021, 97, 75-78. | 0.1 | 5 |
| 15 | Problematic Use of Digital Technologies and Its Impact on Mental Health During COVID-19 Pandemic: Assessment Using Machine Learning. <i>Studies in Systems, Decision and Control</i> , 2021, , 197-221. | 0.8 | 21 |
| 16 | VISTA: A teaching aid to enhance contextual teaching. <i>Computer Applications in Engineering Education</i> , 2021, 29, 1526-1541. | 2.2 | 1 |
| 17 | Studentsâ€™ Performance Prediction Using Feature Selection and Supervised Machine Learning Algorithms. <i>Advances in Intelligent Systems and Computing</i> , 2021, , 347-354. | 0.5 | 13 |
| 18 | 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 |

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 19 | Children's interaction with touchscreen devices: Performance and validity of Fitts' law. Human Behavior and Emerging Technologies, 2021, 3, 1132-1140. | 2.5 | 8 |
| 20 | The Role of Learning Analytics in Higher Education: A Strategy towards Sustainability. , 2021, , . | | 0 |
| 21 | A User Centered Design Approach to Develop a Mobile App for Children. , 2021, , . | | 0 |
| 22 | 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 |
| 23 | Human-Computer Interaction as an Important Aspect of Software: A Tutorial. , 2020, , . | | 0 |
| 24 | A genetic algorithm-based approach for making pairs and assigning exercises in a programming course. Computer Applications in Engineering Education, 2020, 28, 1708-1721. | 2.2 | 5 |
| 25 | Evaluation of simulation systems suitable for teaching compiler construction courses. Computer Applications in Engineering Education, 2020, 28, 606-625. | 2.2 | 8 |
| 26 | International collaborative projects on digital electronic systems using open source tools. Computer Applications in Engineering Education, 2020, 28, 792-802. | 2.2 | 5 |
| 27 | Tools and Techniques for Teaching Computer Programming: A Review. Journal of Educational Technology Systems, 2020, 49, 170-198. | 3.6 | 35 |
| 28 | Interaction of children with an augmented reality smartphone app. International Journal of Information Technology (Singapore), 2020, 12, 711-716. | 1.8 | 7 |
| 29 | Diagnosis, prevalence and effects of nomophobia – A review. Psychiatry Research, 2020, 288, 112975. | 1.7 | 7 |
| 30 | Ability of children to perform touchscreen gestures and follow prompting techniques when using mobile apps. Clinical and Experimental Pediatrics, 2020, 63, 232-236. | 0.9 | 8 |
| 31 | Effects of Using Facebook on Academic Performance of Students: A Review. , 2020, , . | | 2 |
| 32 | 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 |
| 33 | Automata Simulator: A mobile app to teach theory of computation. Computer Applications in Engineering Education, 2019, 27, 1064-1072. | 2.2 | 14 |
| 34 | KELDEC. , 2019, , . | | 3 |
| 35 | 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 |
| 36 | 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 |

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 37 | Opinion of Computer Science Instructors and Students on MOOCs in an Indian University. Journal of Educational Technology Systems, 2018, 47, 205-212. | 3.6 | 10 |
| 38 | PAVT: a tool to visualize and teach parsing algorithms. Education and Information Technologies, 2018, 23, 2737-2764. | 3.5 | 8 |
| 39 | Smartphone Apps for Teaching Engineering Courses: Experience and Scope. Journal of Educational Technology Systems, 2018, 47, 4-16. | 3.6 | 13 |
| 40 | Smartphone apps can entertain and educate children aged two to six years but should be used with caution. Acta Paediatrica, International Journal of Paediatrics, 2018, 107, 1834-1835. | 0.7 | 6 |
| 41 | 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 |
| 42 | PPVT. ACM Inroads, 2017, 8, 43-47. | 0.4 | 7 |
| 43 | An exercise on hardware/software codesign following the RISC model. Computer Applications in Engineering Education, 2016, 24, 305-312. | 2.2 | 5 |
| 44 | A new practicum in compiler construction. Computer Applications in Engineering Education, 2014, 22, 429-441. | 2.2 | 7 |
| 45 | A compiler-based toolkit to teach and learn finite automata. Computer Applications in Engineering Education, 2013, 21, 467-474. | 2.2 | 8 |
| 46 | Automata simulators: Classic tools for computer science education. British Journal of Educational Technology, 2012, 43, E11. | 3.9 | 2 |
| 47 | Fifty years of automata simulation. ACM Inroads, 2011, 2, 59-70. | 0.4 | 24 |
| 48 | Teaching purpose compilers. ACM Inroads, 2011, 2, 47-51. | 0.4 | 3 |
| 49 | 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 |
| 50 | Field Note: A Disease Specific Expert System for the Indian Mango Crop. Journal of Agricultural Education and Extension, 2007, 13, 81-82. | 1.1 | 6 |
| 51 | A language for easy and efficient modeling of Turing machines. Progress in Natural Science: Materials International, 2007, 17, 867-871. | 1.8 | 8 |
| 52 | ComVISâ€”Interactive simulation environment for compiler learning. Computer Applications in Engineering Education, 0, , . | 2.2 | 1 |
| 53 | Using Google voice search to support informal learning in four to ten year old children. Education and Information Technologies, 0, , 1. | 3.5 | 1 |
| 54 | Childrenâ€™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 |

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 55 | Children's Ability to Read from Computers and Smartphones. Journal of Educational Technology Systems, 0, , 004723952210832. | 3.6 | 0 |