Akhila Sri Manasa Venigalla

List of Publications by Year
in descending order

9 papers	**48** citations	3311381 **1** h-index

3475538
1
g-index

9 all docs	**9** docs citations	**9** times ranked	**42** citing authors

#	Article	IF	Citations
1	Mood of India During Covid-19 - An Interactive Web Portal Based on Emotion Analysis of Twitter Data. , 2020, , .		26
2	Towards Enhancing User Experience through a Web-Based Augmented Reality Museum. , 2019, , .		7
3	StackDoc - A Stack Overflow Plug-in for Novice Programmers that Integrates Q&A with API Examples. , 2019, , .		4
4	G4D - a treasure hunt game for novice programmers to learn debugging. Smart Learning Environments, 2020, 7, .	7.6	3
5	SurviveCovid-19 - An Educational Game to Facilitate Habituation of Social Distancing and Other Health Measures for Covid-19 Pandemic. International Journal of Human-Computer Interaction, 0, , 1-13.	4.8	3
6	StackEmo: towards enhancing user experience by augmenting stack overflow with emojis. , 2021, , .		2
7	<i>ML-Quest</i> : a game for introducing machine learning concepts to K-12 students. Interactive Learning Environments, 2024, 32, 229-244.	6.4	2
8	On the comprehension of application programming interface usability in game engines. Software - Practice and Experience, 2021, 51, 1728-1744.	3.6	1
9	<i>DynamiQue</i> â€" A Technical Intervention To Augment Static Textbook with Dynamic Q&A. Interactive Learning Environments, 2022, 30, 1693-1707.	6.4	0