

# JosÃ© A RuipÃ©rez-Valiente

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3498855/publications.pdf>

Version: 2024-02-01

72  
papers

1,317  
citations

471509

17  
h-index

414414

32  
g-index

82  
all docs

82  
docs citations

82  
times ranked

1000  
citing authors

#	ARTICLE	IF	CITATIONS
1	Large scale analytics of global and regional MOOC providers: Differences in learners' demographics, preferences, and perceptions. <i>Computers and Education</i> , 2022, 180, 104426.	8.3	26
2	SmartFC: Mobile Application for High School Students Supported in Flipped Classroom With Low Connectivity Conditions. <i>Revista Iberoamericana De Tecnologias Del Aprendizaje</i> , 2022, 17, 9-16.	0.9	3
3	Analyzing Trends and Patterns Across the Educational Technology Communities Using Fontana Framework. <i>IEEE Access</i> , 2022, 10, 35336-35351.	4.2	3
4	Evaluation of Engagement and Desirability of Different Teaching Techniques of Energy Concepts. <i>Impact of Meat Consumption on Health and Environmental Sustainability</i> , 2022, , 61-80.	0.4	0
5	The Interplay Between In-Game Activity, Learning Gains, and Enjoyment in a Serious Game on STEM. <i>Advances in Human and Social Aspects of Technology Book Series</i> , 2022, , 21-42.	0.3	0
6	Unveiling the Potential of Learning Analytics in Game-Based Learning. <i>Advances in Human and Social Aspects of Technology Book Series</i> , 2022, , 524-544.	0.3	1
7	Analyzing the Evolution of Digital Assessment in Education Literature Using Bibliometrics and Natural Language Processing. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , 2022, , 178-200.	0.2	1
8	Using Online Digital Data to Infer Valuable Skills for the Modern Workforce. <i>Advances in Multimedia and Interactive Technologies Book Series</i> , 2022, , 89-109.	0.2	0
9	A Macro-Scale MOOC Analysis of the Socioeconomic Status of Learners and Their Learning Outcomes. <i>Advances in Mobile and Distance Learning Book Series</i> , 2022, , 1-22.	0.5	18
10	Applying Learning Analytics to Detect Sequences of Actions and Common Errors in a Geometry Game. <i>Sensors</i> , 2021, 21, 1025.	3.8	14
11	Remote Experimentation Through Arduino-Based Remote Laboratories. <i>Revista Iberoamericana De Tecnologias Del Aprendizaje</i> , 2021, 16, 180-186.	0.9	13
12	Defining and measuring completion and assessment biases with respect to English language and development status: not all MOOCs are equal. <i>International Journal of Educational Technology in Higher Education</i> , 2021, 18, .	7.6	6
13	Data-Driven Performance Prediction in a Geometry Game Environment. , 2021, , .		1
14	Data-driven detection and characterization of communities of accounts collaborating in MOOCs. <i>Future Generation Computer Systems</i> , 2021, 125, 590-603.	7.5	12
15	A Survey of the Role of Viewability Within the Online Advertising Ecosystem. <i>IEEE Access</i> , 2021, 9, 134593-134610.	4.2	4
16	Ideating and Developing a Visualization Dashboard to Support Teachers Using Educational Games in the Classroom. <i>IEEE Access</i> , 2021, 9, 83467-83481.	4.2	17
17	Expanding Teacher Assessment Literacy with the Use of Data Visualizations in Game-Based Assessment. <i>Advances in Analytics for Learning and Teaching</i> , 2021, , 399-419.	0.7	1
18	Using multi-platform learning analytics to compare regional and global MOOC learning in the Arab world. <i>Computers and Education</i> , 2020, 146, 103776.	8.3	41

#	ARTICLE	IF	CITATIONS
19	The UnMOOCing Process: Extending the Impact of MOOC Educational Resources as OERs. Sustainability, 2020, 12, 7346.	3.2	15
20	Analyzing and Testing Viewability Methods in an Advertising Network. IEEE Access, 2020, 8, 118751-118761.	4.2	4
21	Analítica del aprendizaje y educación basada en datos: Un campo en expansión. RIED: Revista Iberoamericana De Educación A Distancia, 2020, 23, 33.	1.5	5
22	El Proceso de Implementación de Analíticas de Aprendizaje. RIED: Revista Iberoamericana De Educación A Distancia, 2020, 23, 85.	1.5	4
23	Twitter social bots: The 2019 Spanish general election data. Data in Brief, 2020, 32, 106047.	1.0	5
24	Autonomous Sensor Network for Rural Agriculture Environments, Low Cost, and Energy Self-Charge. Sustainability, 2020, 12, 5913.	3.2	36
25	Effects of solo vs. collaborative play in a digital learning game on geometry: Results from a K12 experiment. Computers and Education, 2020, 159, 104008.	8.3	19
26	Spotting Political Social Bots in Twitter: A Use Case of the 2019 Spanish General Election. IEEE Transactions on Network and Service Management, 2020, 17, 2156-2170.	4.9	26
27	A Scalable Architecture for the Dynamic Deployment of Multimodal Learning Analytics Applications in Smart Classrooms. Sensors, 2020, 20, 2923.	3.8	9
28	Patterns of Engagement in an Educational Massively Multiplayer Online Game: A Multidimensional View. IEEE Transactions on Learning Technologies, 2020, 13, 648-661.	3.2	20
29	Reviewing and analyzing peer review Inter-Rater Reliability in a MOOC platform. Computers and Education, 2020, 154, 103894.	8.3	30
30	Studying Learner Behavior in Online Courses With Free-Certificate Coupons: Results From Two Case Studies. International Review of Research in Open and Distance Learning, 2020, 21, 1-22.	1.8	12
31	Assessment that matters. , 2020, , .		13
32	Macro MOOC learning analytics. , 2020, , .		15
33	Global Learning @ Scale. , 2020, , .		2
34	Participation of Latin America in MOOCs: Exploring Trends Across Providers. , 2020, , .		0
35	Assessment Activities in Massive Open On-Line Courses. , 2020, , 611-638.		0
36	Data-Driven Game Design: The Case of Difficulty in Educational Games. Lecture Notes in Computer Science, 2020, , 449-454.	1.3	4

#	ARTICLE	IF	CITATIONS
37	Exploring the Affordances of Sequence Mining in Educational Games. , 2020, , .		5
38	Educational Robotics for All: Gender, Diversity, and Inclusion in STEAM. , 2020, , .		9
39	Are MOOC Learning Analytics Results Trustworthy? With Fake Learners, They Might Not Be!. International Journal of Artificial Intelligence in Education, 2019, 29, 484-506.	5.5	28
40	What Does Exploration Look Like? Painting a Picture of Learning Pathways Using Learning Analytics. Advances in Game-based Learning, 2019, , 281-300.	0.3	0
41	Multiplatform MOOC Analytics. , 2019, , .		5
42	The MOOC pivot. Science, 2019, 363, 130-131.	12.6	275
43	Using Machine Learning to Detect â€œMultiple-Accountâ€™ Cheating and Analyze the Influence of Student and Problem Features. IEEE Transactions on Learning Technologies, 2019, 12, 112-122.	3.2	40
44	Participation of the Arab World in MOOCs. , 2018, , .		3
45	Evaluating the Robustness of Learning Analytics Results Against Fake Learners. Lecture Notes in Computer Science, 2018, , 74-87.	1.3	2
46	Improving the prediction of learning outcomes in educational platforms including higher level interaction indicators. Expert Systems, 2018, 35, e12298.	4.5	9
47	Copying@Scale: Using Harvesting Accounts for Collecting Correct Answers in a MOOC. Computers and Education, 2017, 108, 96-114.	8.3	43
48	A Data-driven Method for the Detection of Close Submitters in Online Learning Environments. , 2017, , .		14
49	Flipping the classroom to improve learning with MOOCs technology. Computer Applications in Engineering Education, 2017, 25, 15-25.	3.4	38
50	Scaling to Massiveness With ANALYSE: A Learning Analytics Tool for Open edX. IEEE Transactions on Human-Machine Systems, 2017, 47, 909-914.	3.5	25
51	Early Prediction and Variable Importance of Certificate Accomplishment in a MOOC. Lecture Notes in Computer Science, 2017, , 263-272.	1.3	20
52	Evaluation of a learning analytics application for open edX platform. Computer Science and Information Systems, 2017, 14, 51-73.	1.0	14
53	An analysis of the use of badges in an educational experiment. , 2016, , .		5
54	Analyzing students' intentionality towards badges within a case study using Khan academy. , 2016, , .		5

#	ARTICLE	IF	CITATIONS
55	Analyzing the Impact of Using Optional Activities in Self-Regulated Learning. IEEE Transactions on Learning Technologies, 2016, 9, 231-243.	3.2	17
56	Using Multiple Accounts for Harvesting Solutions in MOOCs. , 2016, , .		20
57	A Demonstration of ANALYSE. , 2016, , .		3
58	Precise Effectiveness Strategy for analyzing the effectiveness of students with educational resources and activities in MOOCs. Computers in Human Behavior, 2015, 47, 108-118.	8.5	92
59	ALAS-KA: A learning analytics extension for better understanding the learning process in the Khan Academy platform. Computers in Human Behavior, 2015, 47, 139-148.	8.5	111
60	Using Video Visualizations in Open edX to Understand Learning Interactions of Students. Lecture Notes in Computer Science, 2015, , 522-525.	1.3	5
61	A Predictive Model of Learning Gains for a Video and Exercise Intensive Learning Environment. Lecture Notes in Computer Science, 2015, , 760-763.	1.3	4
62	Assessment Activities in Massive Open On-Line Courses. Advances in Higher Education and Professional Development Book Series, 2015, , 165-192.	0.2	5
63	Learning analytics for the precise evaluation of student effectiveness with educational resources and activities. , 2014, , .		0
64	Towards the development of a learning analytics extension in open edX. , 2014, , .		22
65	Experiences of running MOOCs and SPOCs at UC3M. , 2014, , .		22
66	Do Optional Activities Matter in Virtual Learning Environments?. Lecture Notes in Computer Science, 2014, , 331-344.	1.3	2
67	A Demonstration of ALAS-KA: A Learning Analytics Tool for the Khan Academy Platform. Lecture Notes in Computer Science, 2014, , 518-521.	1.3	3
68	An architecture for extending the learning analytics support in the Khan Academy framework. , 2013, , .		26
69	Inferring higher level learning information from low level data for the Khan Academy platform. , 2013, , .		39
70	Exploring the Affordances of Multimodal Data to Improve Cybersecurity Training with Cyber Range Environments. ColecciÃ³n Jornadas Y Congresos, 0, , .	0.0	3
71	A Review of Spotting political social bots in Twitter: A use case of the 2019 Spanish general election. ColecciÃ³n Jornadas Y Congresos, 0, , .	0.0	4
72	COBRA: Cibermaniobras adaptativas y personalizables de simulaciÃ³n hiperrealista de APTs y entrenamiento en ciberdefensa usando gamificaciÃ³n. ColecciÃ³n Jornadas Y Congresos, 0, , .	0.0	0