

# Kyparisia A Papanikolaou

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/360161/publications.pdf>

Version: 2024-02-01

43  
papers

897  
citations

840728

11  
h-index

580810

25  
g-index

44  
all docs

44  
docs citations

44  
times ranked

577  
citing authors

#	ARTICLE	IF	CITATIONS
1	Personalizing the Interaction in a Web-based Educational Hypermedia System: the case of INSPIRE. User Modeling and User-Adapted Interaction, 2003, 13, 213-267.	3.8	294
2	Towards new forms of knowledge communication: the adaptive dimension of a web-based learning environment. Computers and Education, 2002, 39, 333-360.	8.3	116
3	Adaptive web-based learning: accommodating individual differences through system's adaptation. British Journal of Educational Technology, 2003, 34, 511-527.	6.3	80
4	Designing learner-controlled educational interactions based on learning/cognitive style and learner behaviour. Interacting With Computers, 2006, 18, 356-384.	1.5	50
5	A Group Formation Tool in an E-Learning Context. , 2007, , .		45
6	Learning design as a vehicle for developing TPACK in blended teacher training on technology enhanced learning. International Journal of Educational Technology in Higher Education, 2017, 14, .	7.6	44
7	Constructing Interpretative Views of Learnersâ€™ Interaction Behavior in an Open Learner Model. IEEE Transactions on Learning Technologies, 2015, 8, 201-214.	3.2	30
8	Promoting Collaboration in a Project-Based E-Learning Context. Journal of Research on Technology in Education, 2010, 43, 135-155.	6.5	22
9	Evaluating learner's knowledge level on concept mapping tasks. , 2005, , .		17
10	Personalizing Assessment in Adaptive Educational Hypermedia Systems. Lecture Notes in Computer Science, 2002, , 153-163.	1.3	17
11	An Adaptive Feedback Framework to Support Reflection, Guiding and Tutoring. , 2006, , 178-202.		17
12	Alternative assessment methods in technology enhanced project-based learning. International Journal of Learning Technology, 2013, 8, 263.	0.2	16
13	Fuzzy Inference for Student Diagnosis in Adaptive Educational Hypermedia. Lecture Notes in Computer Science, 2002, , 191-202.	1.3	15
14	Flipping The Classroom to Increase Studentsâ€™ Engagement and Interaction in a Mechanical Engineering Course on Machine Design. International Journal of Engineering Pedagogy, 2017, 7, 19-34.	1.1	14
15	Designing Pre-service Teacher Training based on a Combination of TPACK and Communities of Inquiry. Procedia, Social and Behavioral Sciences, 2014, 116, 3437-3442.	0.5	12
16	Developing personalised e-courses: tailoring students' learning preferences to a model of self-regulated learning. International Journal of Learning Technology, 2015, 10, 188.	0.2	11
17	Investigating Influences Among Individuals and Groups in a Collaborative Learning Setting. International Journal of E-Collaboration, 2013, 9, 9-25.	0.5	11
18	A Peer Evaluation Tool of Learning Designs. Lecture Notes in Computer Science, 2016, , 193-206.	1.3	10

#	ARTICLE	IF	CITATIONS
19	Collaboratively Developing Open Educational Resources for Engineering Educators in SlideWiki. International Journal of Engineering Pedagogy, 2019, 9, 99.	1.1	8
20	Synthesizing Technological and Pedagogical Knowledge in Learning Design. International Journal of Digital Literacy and Digital Competence, 2016, 7, 19-32.	0.2	8
21	Personalised Learning Design in Moodle. , 2020, , .		7
22	Building an Instructional Framework to Support Learner Control in Adaptive Educational Systems. , 2006, , 127-146.		7
23	Authoring Personalised Interactive Content. , 2006, , .		6
24	Exploring the Potential of the Learning Designer as a Teacher Support Tool. Electronic Journal of E-Learning, 2019, 17, .	2.6	6
25	Educating engineer educators on technology enhanced learning based on TPACK. , 2017, , .		4
26	Gamification in online discussions: How do game elements affect critical thinking?. , 2020, , .		4
27	Introducing innovative e-learning environments in higher education. International Journal of Continuing Engineering Education and Life-Long Learning, 2010, 20, 337.	0.2	3
28	How Authoring Content for Personalised Learning May Cultivate Learning Design Skills. , 2014, , .		3
29	Exploring Teachers' Needs for Guidance While Designing for Technology-Enhanced Learning with Digital Tools. Lecture Notes in Computer Science, 2021, , 358-362.	1.3	3
30	A wiki-based framework for collaborative learning design in teacher education. Education and Information Technologies, 2022, 27, 6407-6435.	5.7	3
31	Collaboration as an Opportunity for Individual Development. , 2010, , .		2
32	The experience of a flipped classroom in a mechanical engineering course on Machine Design: A pilot study. , 2017, , .		2
33	How Personalization May Benefit the Learning Design Process with LAMS. , 2017, , 119-130.		2
34	Collaborative Content Authoring: Developing WebQuests Using SlideWiki. Advances in Intelligent Systems and Computing, 2020, , 202-214.	0.6	2
35	Critical Thinking for Personalization in Communities of Inquiry. , 2018, , .		1
36	Exploiting Peer Review in Microteaching Through the Ld-Feedback App in Teacher Education. Advances in Intelligent Systems and Computing, 2020, , 139-147.	0.6	1

#	ARTICLE	IF	CITATIONS
37	Investigating Gamification and Learning Analytics Tools for Promoting and Measuring Communities of Inquiry in Moodle Courses. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 89-96.	0.6	1
38	Designing and Evaluating Personalised Courses with LAMS: The Designer Perspective. <i>Lecture Notes in Computer Science</i> , 2015, , 622-625.	1.3	1
39	Teachers' perceptions of learning design recommendations. , 2021, , .		1
40	Web-enhanced learning scenarios. <i>Procedia, Social and Behavioral Sciences</i> , 2011, 15, 1158-1162.	0.5	0
41	Building an Instructional Framework to Support Learner Control in Adaptive Educational Systems. , 2008, , 579-593.		0
42	Employing Social Network Analysis to Enhance Community Learning. <i>Lecture Notes in Computer Science</i> , 2020, , 342-352.	1.3	0
43	Synthesizing Technological and Pedagogical Knowledge in Learning Design. , 0, , 1021-1035.		0