

# Pedro Muñoz-Merino

## List of Publications by Year in descending order

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Version: 2024-02-01

99  
papers

1,757  
citations

279798

23  
h-index

361022

35  
g-index

102  
all docs

102  
docs citations

102  
times ranked

1301  
citing authors

#	ARTICLE	IF	CITATIONS
1	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
2	Prediction in MOOCs: A Review and Future Research Directions. IEEE Transactions on Learning Technologies, 2019, 12, 384-401.	3.2	96
3	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
4	Temporal analysis for dropout prediction using self-regulated learning strategies in self-paced MOOCs. Computers and Education, 2020, 145, 103728.	8.3	84
5	Learning analytics in European higher educationâ€™Trends and barriers. Computers and Education, 2020, 155, 103933.	8.3	69
6	Identifying needs for learning analytics adoption in Latin American universities: A mixed-methods approach. Internet and Higher Education, 2020, 45, 100726.	6.5	48
7	Analysis of the Factors Influencing Learnersâ€™ Performance Prediction With Learning Analytics. IEEE Access, 2020, 8, 5264-5282.	4.2	45
8	Copying@Scale: Using Harvesting Accounts for Collecting Correct Answers in a MOOC. Computers and Education, 2017, 108, 96-114.	8.3	43
9	Sentiment analysis in MOOCs: A case study. , 2018, , .		43
10	Motivation and Emotions in Competition Systems for Education: An Empirical Study. IEEE Transactions on Education, 2014, 57, 182-187.	2.4	42
11	Who are the top contributors in a MOOC? Relating participants' performance and contributions. Journal of Computer Assisted Learning, 2016, 32, 232-243.	5.1	42
12	Student Behavior and Interaction Patterns With an LMS as Motivation Predictors in E-Learning Settings. IEEE Transactions on Education, 2010, 53, 463-470.	2.4	41
13	A Collaborative Recommender System Based on Space-Time Similarities. IEEE Pervasive Computing, 2010, 9, 81-87.	1.3	41
14	Using Machine Learning to Detect â€™Multiple-Accountâ€™ Cheating and Analyze the Influence of Student and Problem Features. IEEE Transactions on Learning Technologies, 2019, 12, 112-122.	3.2	40
15	An adaptive and innovative question-driven competition-based intelligent tutoring system for learning. Expert Systems With Applications, 2012, 39, 6932-6948.	7.6	39
16	Inferring higher level learning information from low level data for the Khan Academy platform. , 2013, , .		39
17	Flipping the classroom to improve learning with MOOCs technology. Computer Applications in Engineering Education, 2017, 25, 15-25.	3.4	38
18	Lessons learned from the design of situated learning environments to support collaborative knowledge construction. Computers and Education, 2015, 87, 70-82.	8.3	30

#	ARTICLE	IF	CITATIONS
19	Predicting Learners'™ Success in a Self-paced MOOC Through Sequence Patterns of Self-regulated Learning. Lecture Notes in Computer Science, 2018, , 355-369.	1.3	29
20	Enabling interoperability for LMS educational services. Computer Standards and Interfaces, 2009, 31, 484-498.	5.4	27
21	Provision of awareness of learners'™ emotions through visualizations in a computer interaction-based environment. Expert Systems With Applications, 2013, 40, 5093-5100.	7.6	27
22	Assessing the validity of a learning analytics expectation instrument: A multinational study. Journal of Computer Assisted Learning, 2020, 36, 209-240.	5.1	27
23	Personalized Service-Oriented E-Learning Environments. IEEE Internet Computing, 2010, 14, 62-67.	3.3	26
24	An architecture for extending the learning analytics support in the Khan Academy framework. , 2013, , .		26
25	A Learning Analytics Methodology for Understanding Social Interactions in MOOCs. IEEE Transactions on Learning Technologies, 2019, 12, 442-455.	3.2	26
26	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
27	Analysing the predictive power for anticipating assignment grades in a massive open online course. Behaviour and Information Technology, 2018, 37, 1021-1036.	4.0	24
28	Sending Learning Pills to Mobile Devices in Class to Enhance Student Performance and Motivation in Network Services Configuration Courses. IEEE Transactions on Education, 2012, 55, 83-87.	2.4	23
29	Mixing and blending MOOC Technologies with face-to-face pedagogies. , 2015, , .		23
30	Towards the development of a learning analytics extension in open edX. , 2014, , .		22
31	Experiences of running MOOCs and SPOCs at UC3M. , 2014, , .		22
32	A software player for providing hints in problem-based learning according to a new specification. Computer Applications in Engineering Education, 2009, 17, 272-284.	3.4	20
33	Early Prediction and Variable Importance of Certificate Accomplishment in a MOOC. Lecture Notes in Computer Science, 2017, , 263-272.	1.3	20
34	Analyzing the Impact of Using Optional Activities in Self-Regulated Learning. IEEE Transactions on Learning Technologies, 2016, 9, 231-243.	3.2	17
35	Assessment of skills and adaptive learning for parametric exercises combining knowledge spaces and item response theory. Applied Soft Computing Journal, 2018, 68, 110-124.	7.2	17
36	A learning analytics tool for the support of the flipped classroom. Computer Applications in Engineering Education, 2019, 27, 1168-1185.	3.4	15

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37	Towards learning analytics adoption: A mixed methods study of data-related practices and policies in Latin American universities. <i>British Journal of Educational Technology</i> , 2020, 51, 915-937.	6.3	15
38	Enhancement of Student Learning Through the Use of a Hinting Computer e-Learning System and Comparison With Human Teachers. <i>IEEE Transactions on Education</i> , 2011, 54, 164-167.	2.4	14
39	A Data-driven Method for the Detection of Close Submitters in Online Learning Environments. , 2017, , .		14
40	Evaluation of a learning analytics application for open edX platform. <i>Computer Science and Information Systems</i> , 2017, 14, 51-73.	1.0	14
41	Recommendations for the design and deployment of MOOCs. , 2014, , .		13
42	Generalizing Predictive Models of Admission Test Success Based on Online Interactions. <i>Sustainability</i> , 2019, 11, 4940.	3.2	12
43	Adaptive learning module for a conversational agent to support MOOC learners. <i>Australasian Journal of Educational Technology</i> , 2021, 37, 24-44.	3.5	12
44	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
45	Learning analytics @ UC3M. , 2013, , .		10
46	Design and evaluation of a computer based game for education. , 2016, , .		10
47	Improving the prediction of learning outcomes in educational platforms including higher level interaction indicators. <i>Expert Systems</i> , 2018, 35, e12298.	4.5	9
48	A software engineering model for the development of adaptation rules and its application in a hinting adaptive e-learning system. <i>Computer Science and Information Systems</i> , 2015, 12, 203-231.	1.0	9
49	An Algorithm and a Tool for the Automatic Grading of MOOC Learners from Their Contributions in the Discussion Forum. <i>Applied Sciences (Switzerland)</i> , 2021, 11, 95.	2.5	9
50	Evaluating emotion visualizations using AffectVis, an affect-aware dashboard for students. <i>Journal of Research in Innovative Teaching &amp; Learning</i> , 2017, 10, 107-125.	2.3	8
51	SmartLET. , 2018, , .		8
52	The hybridization factor of technology in education. , 2018, , .		8
53	Educational Technology in the Age of Natural Interfaces and Deep Learning. <i>Revista Iberoamericana De Tecnologías Del Aprendizaje</i> , 2020, 15, 26-33.	0.9	8
54	Rating the Importance of Different LMS Functionalities. , 2006, , .		7

#	ARTICLE	IF	CITATIONS
55	From software engineering to courseware engineering. , 2016, , .		7
56	Evaluating Student-Facing Learning Dashboards of Affective States. Lecture Notes in Computer Science, 2017, , 224-237.	1.3	7
57	Design of a Conversational Agent as an Educational Tool. , 2018, , .		7
58	Supporting a MOOC through a Conversational Agent. Design of a First Prototype. , 2018, , .		7
59	Re-Defining, Analyzing and Predicting Persistence Using Student Events in Online Learning. Applied Sciences (Switzerland), 2020, 10, 1722.	2.5	7
60	Evaluation of an Algorithm for Automatic Grading of Forum Messages in MOOC Discussion Forums. Sustainability, 2021, 13, 9364.	3.2	7
61	Analyzing Convergence in e-Learning Resource Filtering Based on ACO Techniques: A Case Study With Telecommunication Engineering Students. IEEE Transactions on Education, 2010, 53, 542-546.	2.4	6
62	CAM in the semantic web world. , 2010, , .		6
63	An Approach for the Personalization of Exercises Based on Contextualized Attention Metadata and Semantic Web technologies. , 2010, , .		6
64	Adapting the Speed of Reproduction of Audio Content and Using Text Reinforcement for Maximizing the Learning Outcome through Mobile Phones. IEEE Transactions on Learning Technologies, 2011, 4, 233-238.	3.2	5
65	CourseEditor: A course planning tool compatible with IMS-LD. Computer Applications in Engineering Education, 2013, 21, 421-431.	3.4	5
66	Using Video Visualizations in Open edX to Understand Learning Interactions of Students. Lecture Notes in Computer Science, 2015, , 522-525.	1.3	5
67	An analysis of the use of badges in an educational experiment. , 2016, , .		5
68	Analyzing students' intentionality towards badges within a case study using Khan academy. , 2016, , .		5
69	Should We Consider Efficiency and Constancy for Adaptation in Intelligent Tutoring Systems?. Lecture Notes in Computer Science, 2020, , 237-247.	1.3	5
70	Assessment Activities in Massive Open On-Line Courses. Advances in Higher Education and Professional Development Book Series, 2015, , 165-192.	0.2	5
71	eMadrid project: MOOCs and learning analytics. , 2016, , .		4
72	Activities of the Spanish Chapter of the IEEE Education Society. , 2020, , .		4

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73	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
74	Comparing Usability, User Experience and Learning Motivation Characteristics of Two Educational Computer Games. , 2017, , .		4
75	A multidimensional analysis of trends in educational technology. , 2014, , .		3
76	SNOLA. , 2016, , .		3
77	Boosting interaction with educational technology. , 2017, , .		3
78	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
79	A Demonstration of ANALYSE. , 2016, , .		3
80	Principles for the Design of an Educational Voice Assistant for Learning Java. IFIP Advances in Information and Communication Technology, 2019, , 99-106.	0.7	3
81	Extending Google Course Builder With Real-World Projects in a Master's Course. Revista Iberoamericana De Tecnologías Del Aprendizaje, 2015, 10, 3-10.	0.9	2
82	Learning analytics trends and challenges in engineering education: SNOLA special session. , 2018, , .		2
83	What Can You Do with Educational Technology that is Getting More Human?. , 2019, , .		2
84	Do Optional Activities Matter in Virtual Learning Environments?. Lecture Notes in Computer Science, 2014, , 331-344.	1.3	2
85	Framework for Contextualized Learning Ecosystems. Lecture Notes in Computer Science, 2011, , 260-270.	1.3	2
86	Evaluating the Effectiveness and Motivational Impact of Replacing a Human Instructor by Mobile Devices for Teaching Network Services Configuration to Telecommunication Engineering Students. , 2010, , .		1
87	Towards the Prediction of User Actions on Exercises with Hints Based on Survey Results. Lecture Notes in Computer Science, 2011, , 525-530.	1.3	1
88	The Effect of Different Features for Educational Computer-Based Competition Environments. IEEE Transactions on Learning Technologies, 2018, 11, 468-477.	3.2	1
89	Taxonomy of MOOC-Based Hybrid Educational Models in Higher Education. , 2019, , .		1
90	Analyzing Learning Gains in a Competition Intelligent Tutoring System. Lecture Notes in Computer Science, 2014, , 662-663.	1.3	1

#	ARTICLE	IF	CITATIONS
91	A systematic analysis of learning analytics using multi-source data in the context of Spain. Behaviour and Information Technology, 2023, 42, 643-657.	4.0	1
92	A Type-Based Taxonomy of Items in Assessments. , 2004, , 39-48.		0
93	Learning analytics for the precise evaluation of student effectiveness with educational resources and activities. , 2014, , .		0
94	A smartphone application for the collaborative knowledge creation based on reputation. , 2015, , .		0
95	Panel: What are limits of educational technologies?. , 2016, , .		0
96	LA policy. , 2017, , .		0
97	Making Educational Technology Invisible. , 2020, , .		0
98	Behavior Effect of Hint Selection Penalties and Availability in an Intelligent Tutoring System. Lecture Notes in Computer Science, 2010, , 384-386.	1.3	0
99	Assessment Activities in Massive Open On-Line Courses. , 2020, , 611-638.		0