Arianna Boldi

List of Publications by Year
in descending order

10 papers	256 citations	2258059 3 h-index	2272923 4 g-index
11 all docs	11 docs citations	11 times ranked	77 citing authors

#	ARTICLE	IF	CITATIONS
1	Commercial video games as a resource for mental health: A systematic literature review. Behaviour and Information Technology, 2022, 41, 2654-2690.	4.0	13
2	The human side of human-chatbot interaction: A systematic literature review of ten years of research on text-based chatbots. International Journal of Human Computer Studies, 2021, 151, 102630.	5.6	204
3	How to Implement Educational Roboticsâ€™ Programs in Italian Schools: A Brief Guideline According to an Instructional Design Point of View. Technology, Knowledge and Learning, 2019, 24, 227-245.	4.9	17
4	DEFINING THE â€œDATA SCIENTISTâ€•PROFESSIONAL PROFILE IN A TRAINING ORGANIZATION: THE CONTRIBUTION OF ARTIFICIAL INTELLIGENCE. , 2018, , .		0
5	THE THIRD WAY: A TECHNOLOGICAL, EMPIRICAL AND CULTURAL APPROACH TO CREATE AND EVALUATE COMPETENCY MODELS IN ORGANIZATIONS. , 2018, , .		0
6	WHAT IS THE FATE OF TRADE UNIONS IN ITALY? RESULTS OF A TRAINING COURSE ADDRESSED TO THE EXECUTIVE BOARD. PEOPLE International Journal of Social Sciences, 2018, 4, 1475-1496.	0.1	0
7	"SMART PICTURES" OF ITALIAN BANKS' HUMAN CAPITAL: A SOFTWARE TOOL FOR MAPPING COMPETENCES AND PLANNING TRAINING COURSES. , 2017, , .		1
8	EDUCATIONAL TECHNOLOGIES FOR SPECIFIC LEARNING DISORDERS (SLD) IN PRIMARY SCHOOL: A LECTURE OF CODING DESIGNED WITH A COMPENSATING WRITING SOFTWARE. , 2017, , .		0
9	IMPROVING THE TRAINING PROCESS: A COURSE TO HELP EDUCATORS LEADING EFFECTIVELY CODING ACTIVITIES. , 2017, , .		0
10	Playing during a crisis: The impact of commercial video games on the reconfiguration of peopleâ€™s life during the COVID-19 pandemic. Human-Computer Interaction, 0, , 1-42.	4.4	20