Jaques, Patricia

List of Publications by Year
in descending order

74 papers	848 citations	759233 12 h-index	610901 24 g-index
75 all docs	75 docs citations	75 times ranked	737 citing authors

#	Article	IF	Citations
1	An analysis of hierarchical text classification using word embeddings. Information Sciences, 2019, 471, 216-232.	6.9	153
2	The impact of gamification on studentsâ€™ learning, engagement and behavior based on their personality traits. Smart Learning Environments, 2020, 7, .	7.6	108
3	A BDI approach to infer studentâ€™s emotions in an intelligent learning environment. Computers and Education, 2007, 49, 360-384.	8.3	70
4	Affective states in computer-supported collaborative learning: Studying the past to drive the future. Computers and Education, 2018, 120, 29-50.	8.3	65
5	Rule-based expert systems to support step-by-step guidance in algebraic problem solving: The case of the tutor PAT2Math. Expert Systems With Applications, 2013, 40, 5456-5465.	7.6	54
6	A Semantic Web-based authoring tool to facilitate the planning of collaborative learning scenarios compliant with learning theories. Computers and Education, 2013, 63, 267-284.	8.3	45
7	What do students do on-line? Modeling students' interactions to improve their learning experience. Computers in Human Behavior, 2016, 64, 769-781.	8.5	39
8	Exercise programme in patients with cystic fibrosis: A randomized controlled trial. Respiratory Medicine, 2014, 108, 1134-1140.	2.9	33
9	The effects of animated pedagogical agents in an English-as-a-foreign-language learning environment. International Journal of Human Computer Studies, 2016, 95, 15-26.	5.6	31
10	Considering Students' Emotions in Computer-Mediated Learning Environments. , 2006, , 122-138.		25
11	Infographics or Graphics+Text: Which Material is Best for Robust Learning?. , 2016, , .		23
12	Effects of adaptive training on metacognitive knowledge monitoring ability in computer-based learning. Computers and Education, 2019, 129, 92-105.	8.3	20
13	Towards Reducing Cognitive Load and Enhancing Usability through a Reduced Graphical User Interface for a Dynamic Geometry System: An Experimental Study. , 2012, , .		18
14	Architecture for animation of affective behaviors in pedagogical agents. Journal of the Brazilian Computer Society, 2009, 15, 3-13.	1.3	14
15	Evaluating the affective tactics of an emotional pedagogical agent. , 2009, , .		14
16	Developing web fully-integrated conversational assistant agents. , 2012, , .		14
17	A systematic review on multi-device inclusive environments. Universal Access in the Information Society, 2016, 15, 737-772.	3.0	12
18	Improving pedagogical recommendations by classifying students according to their interactional behavior in a gamified learning environment. , 2015, , .		11

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19	Exploring Gamification to Prevent Gaming the System and Help Refusal in Tutoring Systems. Lecture Notes in Computer Science, 2018, , 231-244.	1.3	7
20	A Probabilistic Formalization of the Appraisal for the OCC Event-Based Emotions. Journal of Artificial Intelligence Research, 0, 58, 627-664.	7.0	7
21	Evaluating a Cognitive-Based Affective Student Model. Lecture Notes in Computer Science, 2011, , 599-608.	1.3	7
22	Affective States in CSCL Environments: A Systematic Mapping of the Literature. , 2015, , .		6
23	A Systematic Approach for Providing Personalized Pedagogical Recommendations Based on Educational Data Mining. Lecture Notes in Computer Science, 2014, , 362-367.	1.3	6
24	Analysis of Permanence Time in Emotional States: A Case Study Using Educational Software. Lecture Notes in Computer Science, 2018, , 180-190.	1.3	6
25	Studying the Impact of Gamification on Learning and Engagement of Introverted and Extroverted Students. , 2019, , .		5
26	Agent-Based Tutoring Systems by Cognitive and Affective Modeling. , 2008, , .		5
27	Reduced GUI for an interactive geometry software: Does it affect students' performance?. Computers in Human Behavior, 2016, 54, 124-133.	8.5	4
28	Infering Emotions and Applying Affective Tactics for a Better Learning. , 2008, , 135-155.		4
29	A dynamic bayesian network for inference of learners' algebraic knowledge. , 2014, , .		3
30	Discouraging Gaming the System Through Interventions of an Animated Pedagogical Agent. Lecture Notes in Computer Science, 2016, , 139-151.	1.3	3
31	Qualidade da Pesquisa Científica Brasileira em Informática na Educação: Desafios e Perspectivas. , 0, , .		3
32	Collaborative learning tools as part of an open architecture. , 0, , .		2
33	Pedagogical Agent Gestures to Improve Learner Comprehension of Abstract Concepts in Hints. International Journal of Information and Communication Technology Education, 2016, 12, 65-75.	1.0	2
34	Computação Afetiva aplicada à Educação: uma revisão sistemática das pesquisas publicadas no Brasil. , 0, , .		2
35	EmAP-ML: A Protocol of Emotions and Behaviors Annotation for Machine Learning Labels. Lecture Notes in Computer Science, 2019, , 495-509.	1.3	2
36	A data-driven approach for the identification of misconceptions in step-based tutoring systems. , 0, , .		2

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37	An Animated Pedagogical Agent on a CALL System Lecturing about the English Present Perfect Tense to Brazilian Students. , 2016, , .		1
38	Modelling Students' Algebraic Knowledge with Dynamic Bayesian Networks. , 2016, , .		1
39	Adaptive Training of the Metacognitive Skill of Knowledge Monitoring in Intelligent Tutoring Systems. Lecture Notes in Computer Science, 2016, , 301-306.	1.3	1
40	The Use of Handwriting Input in Math Tutoring Systems: An Use Case with PAT2Math. , 2017, , .		1
41	A Proposal of Model of Emotional Regulation in Intelligent Learning Environments. Informatics in Education, 0, , .	2.2	1
42	Does handwriting impact learning on math tutoring systems?. Informatics in Education, 0, , .	2.2	1
43	AplicaÃ§Ã£o do mindfulness em um sistema tutor inteligente: um estudo piloto. , 0, , .		1
44	RegulaÃ§Ã£o emocional em ambientes educacionais: um mapeamento sistemÃ¡tico. , 0, , .		1
45	Estado da Arte sobre Afetividade na FormaÃ§Ã£o de Grupos em Ambientes Colaborativos de Aprendizagem. Revista Brasileira De InformâˆšÂ°tica Na EducaâˆšÃŸâˆšÂ£o, 2015, 23, 113.	0.1	1
46	Empregando Redes Bayesianas para modelar automaticamente o conhecimento dos alunos em LÃ³gica de ProgramaÃ§Ã£o. Revista Brasileira De InformâˆšÂ°tica Na EducaâˆšÃŸâˆšÂ£o, 2015, 23, 45.	0.1	1
47	Estudando o impacto da gamificaÃ§Ã£o na aprendizagem e engajamento de alunos de acordo com os traÃ§os de personalidade e a orientaÃ§Ã£o motivacional. , 0, , .		1
48	DinÃ¢mica de afetos dos alunos em um Sistema Tutor Inteligente de matemÃ¡tica no contexto brasileiro. , 0, , .		1
49	The think aloud method for qualitative evaluation of an intelligent tutoring system interface. , 2017, , .		0
50	Improving the Metacognitive Ability of Knowledge Monitoring in Computer Learning Systems. Communications in Computer and Information Science, 2018, , 124-140.	0.5	0
51	CustomizaÃ§Ã£o da RegulaÃ§Ã£o Emocional de acordo com a Personalidade dos Estudantes em Sistemas Tutores Inteligentes. Revista Brasileira De InformâˆšÂ°tica Na EducaâˆšÃŸâˆšÂ£o, 0, 29, 48-72.	0.1	0
52	The Conception of Agents as Part of a Social Model of Distance Learning. Lecture Notes in Computer Science, 2002, , 140-151.	1.3	0
53	Towards an Ontology-Based System to Improve Usability in Collaborative Learning Environments. Lecture Notes in Computer Science, 2012, , 298-303.	1.3	0
54	Utilizando Agentes PedagÃ³gicos Animados como uma abordagem nÃ£o restritiva ao Gaming The System. Revista Brasileira De InformâˆšÂ°tica Na EducaâˆšÃŸâˆšÂ£o, 2014, 22, 147.	0.1	0

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55	A Probabilistic Approach to Represent Emotions Intensity into BDI Agents. Lecture Notes in Computer Science, 2015, , 225-242.	1.3	0
56	Avaliando o conhecimento algÃ©brico dos estudantes atravÃ©s de Redes Bayesianas DinÃ¢micas. , 0, , .		0
57	Combinando tÃ©cnicas de anÃ¡lise estÃ¡tica e avaliaÃ§Ã£o dinÃ¢mica para avaliaÃ§Ã£o de cÃ³digo em ambientes de aprendizagem de programaÃ§Ã£o. Revista Brasileira De ComputaÃ§Ã£o Aplicada, 2016, 8, .	0.1	0
58	Um editor inteligente para assistir estudantes na traduÃ§Ã£o de problemas algÃ©bricos. Renote, 2016, 14, .	0.1	0
59	Um Modelo de Agente PedagÃ³gico para o Treinamento Adaptativo da Habilidade Metacognitiva de Monitoramento do Conhecimento em Sistemas Tutores Inteligentes. , 0, , .		0
60	Modelagem do Conhecimento AlgÃ©brico dos Estudantes com Redes Bayesianas DinÃ¢micas. Revista Brasileira De InformâˆšÂ°tica Na EducaˆˆšÃŸâˆšÂ£o, 2016, 24, 54.	0.1	0
61	Treinamento da Habilidade Metacognitiva de Monitoramento do Conhecimento em Sistemas Tutores. Revista Brasileira De InformâˆšÂ°tica Na EducaˆˆšÃŸâˆšÂ£o, 2016, 24, 22.	0.1	0
62	Pedagogical Agent Gestures to Improve Learner Comprehension of Abstract Concepts in Hints. , 2018, , 1675-1687.		0
63	Sistemas Tutores Inteligentes que Detectam as EmoÃ§Ãµes dos Estudantes: um Mapeamento SistemÃ¡tico. Revista Brasileira De InformâˆšÂ°tica Na EducaˆˆšÃŸâˆšÂ£o, 2018, 26, 76.	0.1	0
64	Explorando a GamificaÃ§Ã£o como Abordagem NÃ£o Restritiva ao Help Abuse e Help Refusal em Sistemas Tutores Inteligentes. , 0, , .		0
65	Dotando robÃ´s com habilidades socioemocionais: presente, futuro e implicaÃ§Ãµes Ã©ticas. Revista DiÃ¡logo Educacional, 2019, 19, .	0.0	0
66	Estudando o Impacto das Atitudes de Agentes PedagÃ³gicos em Ambientes de Aprendizagem: um Mapeamento SistemÃ¡tico. , 0, , .		0
67	Estudando o impacto da gamificaÃ§Ã£o na aprendizagem e engajamento de alunos de acordo com os traÃ§os de personalidade e a orientaÃ§Ã£o motivacional. , 0, , .		0
68	INVESTIGAÃ‡ÃƒO DA INFLUÃŠNCIA DOS TRAÃ‡OS DE PERSONALIDADE NO USO DE DIFERENTES ELEMENTOS MULTIMÃDIA. Revista Interface TecnolÃ³gica, 2020, 17, 130-143.	0.1	0
69	The effects of presenting a worked example before a sequence of isomorphic problems. , 2020, , .		0
70	Considerando personalidade e transiÃ§Ãµes de emoÃ§Ãµes na detecÃ§Ã£o de emoÃ§Ãµes baseada em mineraÃ§Ã£o de dados. Revista Brasileira De InformâˆšÂ°tica Na EducaˆˆšÃŸâˆšÂ£o, 0, 28, 749-775.	0.1	0
71	Modelo de identificaÃ§Ã£o de unidades de conhecimento de programaÃ§Ã£o em processo de aplicaÃ§Ã£o durante a codificaÃ§Ã£o. , 0, , .		0
72	Um Agente PedagÃ³gico Gentil Ã© Mais Efetivo? Efeito das Atitudes de Agentes PedagÃ³gicos Animados na Aprendizagem, Engajamento, EmoÃ§Ãµes e Ansiedade dos Estudantes. , 0, , .		0

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73	Um modelo para detecÃ§Ã£o automÃ¡tica do comportamento de tentativa e erro em STI baseado em passo. , 0, , .		0
74	Ensino de habilidades socioemocionais: um estudo de caso empregando mÃdias audiovisuais e conversaÃ§Ã£o online. , 0, , .		0