

Jaques, Patricia

List of Publications by Year in descending order

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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	The impact of gamification on students' learning, engagement and behavior based on their personality traits. Smart Learning Environments, 2020, 7, .	7.6	108
2	INVESTIGAÇÃO DA INFLUÊNCIA DOS TRAÇOS DE PERSONALIDADE NO USO DE DIFERENTES ELEMENTOS MULTIMÍDIA. Revista Interface Tecnológica, 2020, 17, 130-143.	0.1	0
3	The effects of presenting a worked example before a sequence of isomorphic problems. , 2020, , .		0
4	Studying the Impact of Gamification on Learning and Engagement of Introverted and Extroverted Students. , 2019, , .		5
5	An analysis of hierarchical text classification using word embeddings. Information Sciences, 2019, 471, 216-232.	6.9	153
6	Effects of adaptive training on metacognitive knowledge monitoring ability in computer-based learning. Computers and Education, 2019, 129, 92-105.	8.3	20
7	EmAP-ML: A Protocol of Emotions and Behaviors Annotation for Machine Learning Labels. Lecture Notes in Computer Science, 2019, , 495-509.	1.3	2
8	Dotando robôs com habilidades socioemocionais: presente, futuro e implicações éticas. Revista Diálogo Educacional, 2019, 19, .	0.0	0
9	Affective states in computer-supported collaborative learning: Studying the past to drive the future. Computers and Education, 2018, 120, 29-50.	8.3	65
10	Exploring Gamification to Prevent Gaming the System and Help Refusal in Tutoring Systems. Lecture Notes in Computer Science, 2018, , 231-244.	1.3	7
11	Improving the Metacognitive Ability of Knowledge Monitoring in Computer Learning Systems. Communications in Computer and Information Science, 2018, , 124-140.	0.5	0
12	Analysis of Permanence Time in Emotional States: A Case Study Using Educational Software. Lecture Notes in Computer Science, 2018, , 180-190.	1.3	6
13	Pedagogical Agent Gestures to Improve Learner Comprehension of Abstract Concepts in Hints. , 2018, , 1675-1687.		0
14	Sistemas Tutores Inteligentes que Detectam as Emoções dos Estudantes: um Mapeamento Sistemático. Revista Brasileira De Informática Na Educação, 2018, 26, 76.	0.1	0
15	The Use of Handwriting Input in Math Tutoring Systems: An Use Case with PAT2Math. , 2017, , .		1
16	The think aloud method for qualitative evaluation of an intelligent tutoring system interface. , 2017, , .		0
17	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
18	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

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19	An Animated Pedagogical Agent on a CALL System Lecturing about the English Present Perfect Tense to Brazilian Students. , 2016, , .		1
20	Infographics or Graphics+Text: Which Material is Best for Robust Learning?. , 2016, , .		23
21	Modelling Students' Algebraic Knowledge with Dynamic Bayesian Networks. , 2016, , .		1
22	Discouraging Gaming the System Through Interventions of an Animated Pedagogical Agent. Lecture Notes in Computer Science, 2016, , 139-151.	1.3	3
23	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
24	Adaptive Training of the Metacognitive Skill of Knowledge Monitoring in Intelligent Tutoring Systems. Lecture Notes in Computer Science, 2016, , 301-306.	1.3	1
25	Reduced GUI for an interactive geometry software: Does it affect students' performance?. Computers in Human Behavior, 2016, 54, 124-133.	8.5	4
26	A systematic review on multi-device inclusive environments. Universal Access in the Information Society, 2016, 15, 737-772.	3.0	12
27	Combinando técnicas de análise estatística e avaliação dinâmica para avaliação de código em ambientes de aprendizagem de programação. Revista Brasileira De Computação Aplicada, 2016, 8, .	0.1	0
28	Um editor inteligente para assistir estudantes na tradução de problemas algébricos. Renote, 2016, 14, .	0.1	0
29	Modelagem do Conhecimento Algorítmico dos Estudantes com Redes Bayesianas Dinâmicas. Revista Brasileira De Informática Na Educação, 2016, 24, 54.	0.1	0
30	Treinamento da Habilidade Metacognitiva de Monitoramento do Conhecimento em Sistemas Tutores. Revista Brasileira De Informática Na Educação, 2016, 24, 22.	0.1	0
31	Affective States in CSCL Environments: A Systematic Mapping of the Literature. , 2015, , .		6
32	Improving pedagogical recommendations by classifying students according to their interactional behavior in a gamified learning environment. , 2015, , .		11
33	Estado da Arte sobre Afetividade na Formação de Grupos em Ambientes Colaborativos de Aprendizagem. Revista Brasileira De Informática Na Educação, 2015, 23, 113.	0.1	1
34	A Probabilistic Approach to Represent Emotions Intensity into BDI Agents. Lecture Notes in Computer Science, 2015, , 225-242.	1.3	0
35	Empregando Redes Bayesianas para modelar automaticamente o conhecimento dos alunos em Lógica de Programação. Revista Brasileira De Informática Na Educação, 2015, 23, 45.	0.1	1
36	A dynamic bayesian network for inference of learners' algebraic knowledge. , 2014, , .		3

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37	Exercise programme in patients with cystic fibrosis: A randomized controlled trial. <i>Respiratory Medicine</i> , 2014, 108, 1134-1140.	2.9	33
38	A Systematic Approach for Providing Personalized Pedagogical Recommendations Based on Educational Data Mining. <i>Lecture Notes in Computer Science</i> , 2014, , 362-367.	1.3	6
39	Utilizando Agentes Pedagógicos Animados como uma abordagem não restritiva ao Gaming The System. <i>Revista Brasileira De Informática Na Educação</i> , 2014, 22, 147.	0.1	0
40	A Semantic Web-based authoring tool to facilitate the planning of collaborative learning scenarios compliant with learning theories. <i>Computers and Education</i> , 2013, 63, 267-284.	8.3	45
41	Rule-based expert systems to support step-by-step guidance in algebraic problem solving: The case of the tutor PAT2Math. <i>Expert Systems With Applications</i> , 2013, 40, 5456-5465.	7.6	54
42	Developing web fully-integrated conversational assistant agents. , 2012, , .		14
43	Towards Reducing Cognitive Load and Enhancing Usability through a Reduced Graphical User Interface for a Dynamic Geometry System: An Experimental Study. , 2012, , .		18
44	Towards an Ontology-Based System to Improve Usability in Collaborative Learning Environments. <i>Lecture Notes in Computer Science</i> , 2012, , 298-303.	1.3	0
45	Evaluating a Cognitive-Based Affective Student Model. <i>Lecture Notes in Computer Science</i> , 2011, , 599-608.	1.3	7
46	Architecture for animation of affective behaviors in pedagogical agents. <i>Journal of the Brazilian Computer Society</i> , 2009, 15, 3-13.	1.3	14
47	Evaluating the affective tactics of an emotional pedagogical agent. , 2009, , .		14
48	Agent-Based Tutoring Systems by Cognitive and Affective Modeling. , 2008, , .		5
49	Infering Emotions and Applying Affective Tactics for a Better Learning. , 2008, , 135-155.		4
50	A BDI approach to infer student's emotions in an intelligent learning environment. <i>Computers and Education</i> , 2007, 49, 360-384.	8.3	70
51	Considering Students' Emotions in Computer-Mediated Learning Environments. , 2006, , 122-138.		25
52	The Conception of Agents as Part of a Social Model of Distance Learning. <i>Lecture Notes in Computer Science</i> , 2002, , 140-151.	1.3	0
53	Collaborative learning tools as part of an open architecture. , 0, , .		2
54	A Proposal of Model of Emotional Regulation in Intelligent Learning Environments. <i>Informatics in Education</i> , 0, , .	2.2	1

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55	Does handwriting impact learning on math tutoring systems?. Informatics in Education, 0, , .	2.2	1
56	Customizaçãõ da Regulaçãõ Emocional de acordo com a Personalidade dos Estudantes em Sistemas Tutores Inteligentes. Revista Brasileira De Informaçãõtica Na Educaãõ, 0, 29, 48-72.	0.1	0
57	A Probabilistic Formalization of the Appraisal for the OCC Event-Based Emotions. Journal of Artificial Intelligence Research, 0, 58, 627-664.	7.0	7
58	Aplicaçãõ do mindfulness em um sistema tutor inteligente: um estudo piloto. , 0, , .		1
59	Computaçãõ Afetiva aplicada ã Educaçãõ: uma revisãõ sistemãtica das pesquisas publicadas no Brasil. , 0, , .		2
60	Regulaçãõ emocional em ambientes educacionais: um mapeamento sistemãtico. , 0, , .		1
61	Avaliando o conhecimento algã©brico dos estudantes atravã©s de Redes Bayesianas Dinãmicas. , 0, , .		0
62	Um Modelo de Agente Pedagãgico para o Treinamento Adaptativo da Habilidade Metacognitiva de Monitoramento do Conhecimento em Sistemas Tutores Inteligentes. , 0, , .		0
63	Qualidade da Pesquisa Cientãfica Brasileira em Informãtica na Educaçãõ: Desafios e Perspectivas. , 0, , .		3
64	Explorando a Gamificaçãõ como Abordagem Nãõ Restritiva ao Help Abuse e Help Refusal em Sistemas Tutores Inteligentes. , 0, , .		0
65	Estudando o impacto da gamificaçãõ na aprendizagem e engajamento de alunos de acordo com os traçõs de personalidade e a orientaçãõ motivacional. , 0, , .		1
66	Estudando o Impacto das Atitudes de Agentes Pedagãgicos em Ambientes de Aprendizagem: um Mapeamento Sistemãtico. , 0, , .		0
67	Estudando o impacto da gamificaçãõ na aprendizagem e engajamento de alunos de acordo com os traçõs de personalidade e a orientaçãõ motivacional. , 0, , .		0
68	Considerando personalidade e transições de emoções na detecçãõ de emoções baseada em mineraçãõ de dados. Revista Brasileira De Informãõtica Na Educaãõ, 0, 28, 749-775.	0.1	0
69	Modelo de identificaçãõ de unidades de conhecimento de programaçãõ em processo de aplicaçãõ durante a codificaçãõ. , 0, , .		0
70	Um Agente Pedagãgico Gentil ã Mais Efetivo? Efeito das Atitudes de Agentes Pedagãgicos Animados na Aprendizagem, Engajamento, Emoções e Ansiedade dos Estudantes. , 0, , .		0
71	A data-driven approach for the identification of misconceptions in step-based tutoring systems. , 0, , .		2
72	Um modelo para detecçãõ automãtica do comportamento de tentativa e erro em STI baseado em passo. , 0, , .		0

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73	Dinâmica de afetos dos alunos em um Sistema Tutor Inteligente de matemática no contexto brasileiro. , O, , .		1
74	Ensino de habilidades socioemocionais: um estudo de caso empregando mídias audiovisuais e conversa online. , O, , .		0