

Marcelo Worsley

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3823428/publications.pdf>

Version: 2024-02-01

19
papers

750
citations

1464605

7
h-index

1427216

11
g-index

20
all docs

20
docs citations

20
times ranked

567
citing authors

#	ARTICLE	IF	CITATIONS
1	Multimodal Learning Analytics and Education Data Mining: using computational technologies to measure complex learning tasks. <i>Journal of Learning Analytics</i> , 2016, 3, 220-238.	1.8	263
2	Programming Pluralism: Using Learning Analytics to Detect Patterns in the Learning of Computer Programming. <i>Journal of the Learning Sciences</i> , 2014, 23, 561-599.	2.0	201
3	Children Are Not Hackers. , 2016, , 64-79.		76
4	Towards the development of multimodal action based assessment. , 2013, , .		42
5	A Multimodal Analysis of Making. <i>International Journal of Artificial Intelligence in Education</i> , 2018, 28, 385-419.	3.9	41
6	Multimodal learning analytics. , 2012, , .		40
7	A New Era in Multimodal Learning Analytics: Twelve Core Commitments to Ground and Grow MMLA. <i>Journal of Learning Analytics</i> , 2021, 8, 10-27.	1.8	22
8	Multimodal Interfaces for Inclusive Learning. <i>Lecture Notes in Computer Science</i> , 2018, , 389-393.	1.0	10
9	Designing Analytics for Collaboration Literacy and Student Empowerment. <i>Journal of Learning Analytics</i> , 2021, 8, 30-48.	1.8	10
10	Data in Motion: Sports as a site for expansive learning. <i>Computer Science Education</i> , 2020, 30, 279-312.	2.7	8
11	Computationally Augmented Ethnography: Emotion Tracking and Learning in Museum Games. <i>Communications in Computer and Information Science</i> , 2019, , 141-153.	0.4	7
12	Inclusive Making: designing tools and experiences to promote accessibility and redefine making. <i>Computer Science Education</i> , 2022, 32, 155-187.	2.7	5
13	Gesture and Gaze: Multimodal Data in Dyadic Interactions. , 2021, , 625-641.		5
14	Tangicraft. , 2018, , .		4
15	Intergenerational Making with Young Children. , 2020, , .		3
16	Tinkering with Music. , 2019, , .		2
17	Multicraft: A Multimodal Interface for Supporting and Studying Learning in Minecraft. <i>Lecture Notes in Computer Science</i> , 2021, , 113-131.	1.0	2
18	Youth Experiences with Authentically Embedded Computer Science in Sport. , 2022, , .		1

#	ARTICLE	IF	CITATIONS
19	PE++: Exploring Opportunities for Connecting Computer Science and Physical Education in Elementary School. , 2022, , .		0