Scotty D Craig

List of Publications by Year
in descending order

58 papers	2,186 citations	20 h-index 361296	45 g-index 233338
59 all docs	59 docs citations	59 times ranked	1206 citing authors

#	Article	IF	Citations
1	Affect and learning: An exploratory look into the role of affect in learning with AutoTutor. Learning, Media and Technology, 2004, 29, 241-250.	0.5	405
2	Animated pedagogical agents in multimedia educational environments: Effects of agent properties, picture features and redundancy.. Journal of Educational Psychology, 2002, 94, 428-434.	2.1	302
3	Automatic detection of learner's affect from conversational cues. User Modeling and User-Adapted Interaction, 2008, 18, 45-80.	2.9	240
4	Emote aloud during learning with AutoTutor: Applying the Facial Action Coding System to cognitive–affective states during learning. Cognition and Emotion, 2008, 22, 777-788.	1.2	125
5	The Deep-Level-Reasoning-Question Effect: The Role of Dialogue and Deep-Level-Reasoning Questions During Vicarious Learning. Cognition and Instruction, 2006, 24, 565-591.	1.9	124
6	Reconsidering the voice effect when learning from a virtual human. Computers and Education, 2017, 114, 193-205.	5.1	93
7	Multimethod assessment of affective experience and expression during deep learning. International Journal of Learning Technology, 2009, 4, 165.	0.2	82
8	Motivation, engagement, and performance across multiple virtual reality sessions and levels of immersion. Journal of Computer Assisted Learning, 2021, 37, 745-758.	3.3	64
9	Improving classroom learning by collaboratively observing human tutoring videos while problem solving.. Journal of Educational Psychology, 2009, 101, 779-789.	2.1	62
10	The impact of a technology-based mathematics after-school program using ALEKS on student's knowledge and behaviors. Computers and Education, 2013, 68, 495-504.	5.1	57
11	Promoting Constructive Activities that Support Vicarious Learning During Computer-Based Instruction. Educational Psychology Review, 2006, 18, 119-139.	5.1	54
12	Vicarious Learning: Effects of Overhearing Dialog and Monologue-like Discourse in a Virtual Tutoring Session. Journal of Educational Computing Research, 2003, 29, 431-450.	3.6	52
13	Exploring the deep-level reasoning questions effect during vicarious learning among eighth to eleventh graders in the domains of computer literacy and Newtonian physics. Instructional Science, 2009, 37, 487-493.	1.1	43
14	A Test of Spatial Contiguity for Virtual Human's Gestures in Multimedia Learning Environments. Journal of Educational Computing Research, 2015, 53, 3-14.	3.6	40
15	Measuring pedagogical agent persona and the influence of agent persona on learning. Computers and Education, 2017, 109, 176-186.	5.1	37
16	Promoting vicarious learning of physics using deep questions with explanations. Computers and Education, 2012, 58, 1042-1048.	5.1	35
17	Detecting probable cheating during online assessments based on time delay and head pose. Higher Education Research and Development, 2017, 36, 1123-1137.	1.9	35
18	Intelligent tutoring systems work as a math gap reducer in 6th grade after-school program. Learning and Individual Differences, 2016, 47, 258-265.	1.5	34

#	ARTICLE	IF	CITATIONS
19	How we trust, perceive, and learn from virtual humans: The influence of voice quality. Computers and Education, 2020, 146, 103756.	5.1	32
20	Responding to Learners' Cognitive-Affective States with Supportive and Shakeup Dialogues. Lecture Notes in Computer Science, 2009, , 595-604.	1.0	29
21	The influence of learners' perceptions of virtual humans on learning transfer. Computers and Education, 2018, 126, 170-182.	5.1	22
22	Title is missing!. International Journal of Speech Technology, 2001, 4, 117-126.	1.4	21
23	Text-to-Speech Software and Learning: Investigating the Relevancy of the Voice Effect. Journal of Educational Computing Research, 2019, 57, 1534-1548.	3.6	19
24	Live-action mass-casualty training and virtual world training. Proceedings of the Human Factors and Ergonomics Society, 2016, 60, 2103-2107.	0.2	15
25	The impact of a user's biases on interactions with virtual humans and learning during virtual emergency management training. Educational Technology Research and Development, 2019, 67, 1385-1404.	2.0	12
26	Trust influences perceptions of virtual humans, but not necessarily learning. Computers and Education, 2021, 160, 104039.	5.1	12
27	Learning with virtual humans: Introduction to the special issue. Journal of Research on Technology in Education, 2021, 53, 1-7.	4.0	12
28	Exploring the effectiveness of a novel feedback mechanism within an intelligent tutoring system. International Journal of Learning Technology, 2015, 10, 220.	0.2	11
29	Modeling Goal Setting Within a Multimedia Environment on Complex Physics Content. Journal of Educational Computing Research, 2017, 55, 374-394.	3.6	11
30	The influence of modality on deep-reasoning questions. International Journal of Learning Technology, 2010, 5, 378.	0.2	10
31	Usability evaluation of intelligent tutoring system. Proceedings of the Human Factors and Ergonomics Society, 2015, 59, 367-371.	0.2	9
32	Advances from the Office of Naval Research STEM Grand Challenge: expanding the boundaries of intelligent tutoring systems. International Journal of STEM Education, 2018, 5, 11.	2.7	9
33	The Impact of Virtual Human Voice on Learner Trust. Proceedings of the Human Factors and Ergonomics Society, 2019, 63, 2272-2276.	0.2	8
34	Learner Control Aids Learning from Instructional Videos with a Virtual Human. Technology, Knowledge and Learning, 2020, 25, 733-751.	3.1	7
35	Bridging psychology and engineering to make technology work for people.. American Psychologist, 2019, 74, 394-406.	3.8	7
36	Extending the Cognitive-Affective Theory of Learning with Media in Virtual Reality Learning: A Structural Equation Modeling Approach. Journal of Educational Computing Research, 2022, 60, 807-842.	3.6	7

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37	Features of Computerized Multimedia Environments that Support Vicarious Learning Processes. , 2010, , 53-77.		5
38	Student Perceptions. , 2017, , .		4
39	Using deep reasoning questions to improve an email-based sexually transmitted infection prevention intervention. American Journal of Sexuality Education, 2018, 13, 452-469.	0.7	4
40	Learning with ALEKS: The Impact of Students' Attendance in a Mathematics After-School Program. Lecture Notes in Computer Science, 2011, , 435-437.	1.0	4
41	Predicting Real-Time Affective States by Modeling Facial Emotions Captured During Educational Video Game Play. Lecture Notes in Computer Science, 2020, , 447-452.	1.0	4
42	The Effect of Pacing on Learners' Perceptions of Pedagogical Agents. Journal of Educational Computing Research, 2017, 55, 937-950.	3.6	3
43	The Impact of User Biases Toward a Virtual Human's Skin Tone on Triage Errors Within a Virtual World for Emergency Management Training. Proceedings of the Human Factors and Ergonomics Society, 2017, 61, 2057-2061.	0.2	3
44	Assessing learning effort with hand motion tracking methods. Applied Cognitive Psychology, 2021, 35, 606-620.	0.9	3
45	Human Systems Engineering and Educational Technology. Advances in Educational Technologies and Instructional Design Book Series, 2018, , 1-34.	0.2	3
46	Domain Knowledge and Adaptive Serious Games: Exploring the Relationship of Learner Ability and Affect Adaptability. Journal of Educational Computing Research, 0, , 073563312110312.	3.6	2
47	Validity of a Content Agnostic Game Based Stealth Assessment. Lecture Notes in Computer Science, 2021, , 121-130.	1.0	2
48	When Refutation and Deep Reasoning Questions Lose Their Edge: The Case of Short, Narrated Videos. Journal of Educational Computing Research, 0, , 073563312110705.	3.6	2
49	Lessons Learned from Online Learning at Scale: a Study of Exemplar Learning Organizations. TechTrends, 2023, 67, 84-97.	1.4	2
50	<title>AutoTutor: a human tutoring simulation with an animated pedagogical interface</title>. , 2000, 4126, 23.		1
51	Impact of Prior Exposure to the PLP Instruction Set Architecture in a Computer Architecture Course. , 2017, , .		1
52	The effect of embedded questions in programming education. , 2017, , .		1
53	Effects of Error Messages on Students' Ability to Understand and Fix Programming Errors. , 2018, , .		1
54	Deep Reasoning for Enhancing Etextbooks (DREE): Using Deep-Level Questions for Guiding Learning. Proceedings of the Human Factors and Ergonomics Society, 2018, 62, 341-345.	0.2	1

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55	Confusionâ€™s Impact on Learning. , 2012, , 766-767.		1
56	Human Systems Engineering and Educational Technology. , 2018, , 2028-2062.		1
57	Content Agnostic Game Engineering: Impact of Stealth Assessment and Content Order on Player Engagement. Lecture Notes in Networks and Systems, 2022, , 455-470.	0.5	0
58	Learning from Errors: Identifying Strategies in a Math Tutoring System. Lecture Notes in Computer Science, 2017, , 590-593.	1.0	0