

# Yannick PriÃ©©

## List of Publications by Year in descending order

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Version: 2024-02-01

45  
papers

475  
citations

1163117

8  
h-index

996975

15  
g-index

47  
all docs

47  
docs citations

47  
times ranked

259  
citing authors

#	ARTICLE	IF	CITATIONS
1	Survey of Immersive Analytics. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 2101-2122.	4.4	74
2	Examining the Academic Trends in Neuropsychological Tests for Executive Functions Using Virtual Reality: Systematic Literature Review. JMIR Serious Games, 2021, 9, e30249.	3.1	12
3	Leveraging learners' activity logs for course reading analytics using session-based indicators. International Journal of Technology Enhanced Learning, 2020, 12, 53.	0.7	1
4	Towards fine-grained reading dashboards for online course revision. Educational Technology Research and Development, 2020, 68, 3165-3186.	2.8	3
5	Leveraging learners' activity logs for course reading analytics using session-based indicators. International Journal of Technology Enhanced Learning, 2020, 12, 53.	0.7	0
6	Observing Learner Engagement on Mind Mapping Activities Using Learning Analytics. Lecture Notes in Computer Science, 2019, , 668-672.	1.3	1
7	Axes and Coordinate Systems Representations for Immersive Analytics of Multi-Dimensional Data. , 2018, , .		9
8	Dashboard for Monitoring Student Engagement in Mind Mapping Activities. , 2017, , .		5
9	Reflection-in-action markers for reflection-on-action in Computer-Supported Collaborative Learning settings. Computers and Education, 2015, 88, 129-142.	8.3	25
10	Towards Reading Session-Based Indicators in Educational Reading Analytics. Lecture Notes in Computer Science, 2015, , 297-310.	1.3	3
11	Curtains Up! Lights, Camera, Action! Documenting the Creation of Theater and Opera Productions with Linked Data and Web Technologies. Lecture Notes in Computer Science, 2015, , 533-543.	1.3	1
12	CHM: an annotation- and component-based hypervideo model for the Web. Multimedia Tools and Applications, 2014, 70, 869-903.	3.9	12
13	A framework for usage-based document reengineering. , 2013, , .		2
14	Towards the usage of pauses in audio-described videos. , 2013, , .		10
15	Advene as a tailorable hypervideo authoring tool. , 2012, , .		10
16	DIAM. , 2012, , .		20
17	Assistance to Trainers for the Observation and Analysis Activities of Operators Trainees on Nuclear Power Plant Full-Scope Simulator. , 2012, , .		3
18	Managing written and oral negative feedback in a synchronous online teaching situation. Computer Assisted Language Learning, 2012, 25, 181-197.	7.1	31

#	ARTICLE	IF	CITATIONS
19	A Knowledge-Based Approach to Augment Applications with Interaction Traces. Lecture Notes in Computer Science, 2012, , 317-326.	1.3	2
20	A Framework for Observation and Analysis of Learners' Behavior in a Full-Scope Simulator of a Nuclear Power Plant - Approach Based on Modelled Traces. , 2011, , .		4
21	Enhancing synchronous collaboration by using interactive visualisation of modelled traces. Simulation Modelling Practice and Theory, 2011, 19, 84-97.	3.8	34
22	Component-based hypervideo model. , 2011, , .		3
23	An adaptive videos enrichment system based on decision trees for people with sensory disabilities. , 2011, , .		8
24	Hypervideo and Annotations on the Web. , 2011, , .		0
25	Models for video enrichment. , 2011, , .		3
26	Annotation-based video enrichment for blind people. , 2011, , .		16
27	Towards collaborative annotation for video accessibility. , 2010, , .		7
28	Modelling and Visualising Traces for Reflexivity in Synchronous Collaborative Systems. , 2009, , .		17
29	The redocumentation process of computer mediated activity traces. , 2009, , .		0
30	A Trace-Based System for Technology-Enhanced Learning Systems Personalisation. , 2009, , .		43
31	Canonical processes in active reading and hypervideo production. Multimedia Systems, 2008, 14, 427-433.	4.7	11
32	Towards a Unified Data Model for Audiovisual Active Reading. , 2008, , .		3
33	DÄ©monstration. , 2008, , .		1
34	Advene. , 2007, , .		16
35	Models for sustaining emergence of practices for hypervideo. , 2007, , .		0
36	Trace-Based Framework for Experience Management and Engineering. Lecture Notes in Computer Science, 2006, , 1171-1178.	1.3	21

#	ARTICLE	IF	CITATIONS
37	Advene. , 2005, , .		42
38	Creating and sharing hypervideos with advene. , 2005, , .		2
39	Construction d'une base de connaissance pour l'évaluation de l'usage d'un environnement STIC. , 2005, , .		1
40	Documents audiovisuels instrumentés. Temporalités et détemporalisations dans les hypervidéos. Document Numérique, 2004, 8, 143-168.	0.2	0
41	Club à Tr��fle): A Use Trace Model. , 2003, , 146-160.		9
42	Sur la piste de l'indexation conceptuelle de documents - Une approche par l'annotation. Document Numérique, 2000, 4, 11-35.	0.2	1
43	Managing Full-indexed Audiovisual Documents: A New Perspective for the Humanities. Computers and the Humanities, 1999, 33, 319-344.	1.4	3
44	AI-STRATA: A User-Centered Model for Content-Based Description and Retrieval of Audiovisual Sequences. Lecture Notes in Computer Science, 1999, , 328-343.	1.3	3
45	A Context-Based Audiovisual Representation Model for Audiovisual Information Systems. Lecture Notes in Computer Science, 1999, , 296-309.	1.3	3