Michail N Giannakos

List of Publications by Citations

167 papers	3,308 citations	29 h-index	52 g-index
188 ext. papers	4,443 ext. citations	2.9 avg, IF	6.37 L-index

#	Paper	IF	Citations
167	Big data analytics capabilities: a systematic literature review and research agenda. *Information Systems and E-Business Management*, **2018**, 16, 547-578	2.6	235
166	Explaining online shopping behavior with fsQCA: The role of cognitive and affective perceptions. *Journal of Business Research*, **2016**, 69, 794-803	8.7	171
165	Using social media for work: Losing your time or improving your work?. *Computers in Human Behavior*, **2014**, 31, 134-142	7.7	152
164	Empirical studies on the Maker Movement, a promising approach to learning: A literature review. *Entertainment Computing*, **2017**, 18, 57-78	1.9	125
163	Moderating effects of online shopping experience on customer satisfaction and repurchase intentions. *International Journal of Retail and Distribution Management*, **2014**, 42, 187-204	3.5	116
162	Enjoy and learn with educational games: Examining factors affecting learning performance. *Computers and Education*, **2013**, 68, 429-439	9.5	106
161	Shopping and Word-of-Mouth Intentions on Social Media. *Journal of Theoretical and Applied Electronic Commerce Research*, **2013**, 8, 5-6	4.1	92
160	Reviewing the flipped classroom research **2014**,		86
159	. *IEEE Transactions on Learning Technologies*, **2019**, 12, 516-534	4	82
158	The interplay of online shopping motivations and experiential factors on personalized e-commerce: A complexity theory approach. *Telematics and Informatics*, **2017**, 34, 730-742	8.1	81
157	A Global Snapshot of Computer Science Education in K-12 Schools **2015**,		74
156	Shiny happy people buying: the role of emotions on personalized e-shopping. *Electronic Markets*, **2014**, 24, 193-206	4.8	71
155	Making sense of video analytics: Lessons learned from clickstream interactions, attitudes, and learning outcome in a video-assisted course. *International Review of Research in Open and Distance Learning*, **2015**, 16,	2.2	66
154	Exploring the video-based learning research: A review of the literature. *British Journal of Educational Technology*, **2013**, 44, E191-E195	4.3	61
153	Multimodal data as a means to understand the learning experience. *International Journal of Information Management*, **2019**, 48, 108-119	16.4	56
152	Using Facebook out of habit. *Behaviour and Information Technology*, **2013**, 32, 594-602	2.4	50
151	Fuzzy set analysis as a means to understand users of 21st-century learning systems: The case of mobile learning and reflections on learning analytics research. *Computers in Human Behavior*, **2019**, 92, 646-659	7.7	44

132	Learning in smart environments: user-centered design and analytics of an adaptive learning system. *Smart Learning Environments*, **2018**, 5,	4.2	24
131	Explaining user experience in mobile gaming applications: an fsQCA approach. *Internet Research*, **2019**, 29, 293-314	4.8	22
130	Fitbit for learning: Towards capturing the learning experience using wearable sensing. *International Journal of Human Computer Studies*, **2020**, 136, 102384	4.6	21
129	Video-based learning ecosystem to support active learning: application to an introductory computer science course. *Smart Learning Environments*, **2016**, 3,	4.2	19
128	An integrative adoption model of video-based learning. *International Journal of Information and Learning Technology*, **2016**, 33, 219-235	1.9	19
127	How to Implement Rigorous Computer Science Education in K-12 Schools? Some Answers and Many Questions. *ACM Transactions on Computing Education*, **2015**, 15, 1-12	2.1	18
126	What motivates children to become creators of digital enriched artifacts? **2013**,		18
125	From players to makers: An empirical examination of factors that affect creative game development. *International Journal of Child-Computer Interaction*, **2018**, 18, 27-36	3.7	18
124	Investigating students use and adoption of with-video assignments: lessons learnt for video-based open educational resources. *Journal of Computing in Higher Education*, **2017**, 29, 160-177	3.5	17
123	Assessing Student Behavior in Computer Science Education with an fsQCA Approach. *ACM Transactions on Computing Education*, **2017**, 17, 1-23	2.1	17
122	An international perspective on Facebook intrusion. *Psychiatry Research*, **2016**, 242, 385-387	9.9	17
121	Investigating Factors Influencing Students' Intention to Dropout Computer Science Studies **2016**,		17
120	Usability design for video lectures **2013**,		16
119	Eye-tracking and artificial intelligence to enhance motivation and learning. *Smart Learning Environments*, **2020**, 7,	4.2	15
118	Using Eye-Tracking to Unveil Differences Between Kids and Teens in Coding Activities **2017**,		15
117	Coding games and robots to enhance computational thinking: How collaboration and engagement moderate children attitudes?. *International Journal of Child-Computer Interaction*, **2019**, 21, 65-76	3.7	14
116	Cultural Correlates of Internet Addiction. *Cyberpsychology, Behavior, and Social Networking*, **2019**, 22, 258-263	4.4	14
115	Video-Based Learning and Open Online Courses. *International Journal of Emerging Technologies in Learning*, **2014**, 9, 4	1.4	14

114	Coding activities for children: Coupling eye-tracking with qualitative data to investigate gender differences. *Computers in Human Behavior*, **2020**, 105, 105939	7.7	13
113	The human side of big data: Understanding the skills of the data scientist in education and industry **2018**,		13
112	Entertainment, engagement, and education: Foundations and developments in digital and physical spaces to support learning through making. *Entertainment Computing*, **2017**, 21, 77-81	1.9	12
111	Investigating teachers confidence on technological pedagogical and content knowledge: an initial validation of TPACK scales in K-12 computing education context. *Journal of Computers in Education*, **2015**, 2, 43-59	3	12
110	Explaining learning performance using response-time, self-regulation and satisfaction from content **2018**,		12
109	Analytics on video-based learning **2013**,		12
108	Does informal learning benefit from interactivity? The effect of trial and error on knowledge acquisition during a museum visit. *International Journal of Mobile Learning and Organisation*, **2013**, 7, 158	2	12
107	Utilizing Multimodal Data Through fsQCA to Explain Engagement in Adaptive Learning. *IEEE Transactions on Learning Technologies*, **2020**, 13, 689-703	4	12
106	Rethinking Learning Design in IT Education During a Pandemic. *Frontiers in Education*, **2021**, 6,	2.1	12
105	Mapping child computer interaction research through co-word analysis. *International Journal of Child-Computer Interaction*, **2020**, 23-24, 100165	3.7	11
104	Supporting school leadership decision making with holistic school analytics: Bridging the qualitative-quantitative divide using fuzzy-set qualitative comparative analysis. *Computers in Human Behavior*, **2018**, 89, 355-366	7.7	11
103	Using webcasts in education: Evaluation of its effectiveness. *British Journal of Educational Technology*, **2013**, 44, 432-441	4.3	11
102	Reviewing the affordances of tangible programming languages: Implications for design and practice **2017**,		11
101	Designing healthcare games and applications for toddlers **2013**,		11
100	Assessing Emotions Related to Privacy and Trust in Personalized Services. *IFIP Advances in Information and Communication Technology*, **2013**, 38-49	0.5	11
99	Happy Girls Engaging with Technology: Assessing Emotions and Engagement Related to Programming Activities. *Lecture Notes in Computer Science*, **2014**, 398-409	0.9	11
98	The promise and challenges of multimodal learning analytics. *British Journal of Educational Technology*, **2020**, 51, 1441-1449	4.3	11
97	Cross-Platform Analytics **2019**,		10

96	Design Principles for Serious Video Games in Mathematics Education: From Theory to Practice. *International Journal of Serious Games*,	1.8	10
95	Collecting and making sense of video learning analytics **2014**,		9
94	Multimodal Learning Analytics to Inform Learning Design: Lessons Learned from Computing Education. *Journal of Learning Analytics*, **2020**, 7, 79-97	3.1	9
93	A Tutorial on Machine Learning in Educational Science. *Lecture Notes in Educational Technology*, **2016**, 453-459	0.4	9
92	**2019**,		8
91	Utilizing Interactive Surfaces to Enhance Learning, Collaboration and Engagement: Insights from Learners' Gaze and Speech. *Sensors*, **2020**, 20,	3.8	8
90	Looking at MOOCs Rapid Growth Through the Lens of Video-Based Learning Research. *International Journal of Emerging Technologies in Learning*, **2014**, 9, 35	1.4	8
89	Identifying the Direct Effect of Experience and the Moderating Effect of Satisfaction in the Greek Online Market. *International Journal of E-Services and Mobile Applications*, **2011**, 3, 39-58	1.1	8
88	Putting Flipped Classroom into Practice: A Comprehensive Review of Empirical Research **2018**, 27-44		8
87	Learning by Playing and Learning by Making. *Lecture Notes in Computer Science*, **2013**, 76-85	0.9	8
86	Systematic Literature Review of E-Learning Capabilities to Enhance Organizational Learning. *Information Systems Frontiers*, **2021**, 1-17	4	8
85	The role of age and gender on implementing informal and non-formal science learning activities for children **2019**,		7
84	Monitoring Children's Learning Through Wearable Eye-Tracking: The Case of a Making-Based Coding Activity. *IEEE Pervasive Computing*, **2020**, 19, 10-21	1.3	7
83	**2014**,		7
82	Designing creative activities for children **2013**,		7
81	Visual Aesthetics of E-Commerce Websites: An Eye-Tracking Approach **2018**,		7
80	Sensing technologies and child-computer child-computer interaction: Opportunities, challenges and ethical considerations. *International Journal of Child-Computer Interaction*, **2021**, 30, 100331	3.7	7
79	Identifying dropout factors in information technology education: A case study **2017**,		6

78	Seeking Information on Social Commerce: An Examination of the Impact of User- and Marketer-generated Content Through an Eye-tracking Study. *Information Systems Frontiers*, **2020**, 1	4	6
77	Gaze insights into debugging behavior using learner-centred analysis **2018**,		6
76	Toward a Learning Ecosystem to Support Flipped Classroom: A Conceptual Framework and Early Results. *Lecture Notes in Educational Technology*, **2016**, 105-114	0.4	6
75	Gamifying informal learning activities using interactive displays: an empirical investigation of students learning and engagement. *Smart Learning Environments*, **2017**, 4,	4.2	6
74	Design Principles for Serious Games in Mathematics **2014**,		6
73	How students estimate the effects of ICT and programming courses **2013**,		6
72	Computing Education Research Landscape through an Analysis of Keywords **2020**,		6
71	Consumer Intentions on Social Media: A fsQCA Analysis of Motivations. *Lecture Notes in Computer Science*, **2016**, 371-386	0.9	6
70	Architecting Analytics Across Multiple E-Learning Systems to Enhance Learning Design. *IEEE Transactions on Learning Technologies*, **2021**, 14, 173-188	4	6
69	Creative Programming Experiences for Teenagers **2016**,		6
68	Absolute price as a determinant of perceived service quality in hotels: a qualitative analysis of online customer reviews. *International Journal of Hospitality and Event Management*, **2014**, 1, 62	0	5
67	Challenges and perspectives in an undergraduate flipped classroom experience: Looking through the lens of learning analytics **2014**,		5
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65	Do Not Touch the Paintings! The Benefits of Interactivity on Learning and Future Visits in a Museum. *Lecture Notes in Computer Science*, **2012**, 553-561	0.9	5
64	Math Is Not Only for Science Geeks: Design and Assessment of a Storytelling Serious Video Game **2012**,		5
63	Online Reviews or Marketer Information? An Eye-Tracking Study on Social Commerce Consumers. *Lecture Notes in Computer Science*, **2017**, 388-399	0.9	5
62	This Game Is Girly! Perceived Enjoyment and Student Acceptance of Edutainment. *Lecture Notes in Computer Science*, **2012**, 89-98	0.9	5
61	Children play and problem-solving in motion-based learning technologies using a multi-modal mixed methods approach. *International Journal of Child-Computer Interaction*, **2021**, 31, 100355	3.7	5

60	Smart environments and analytics on video-based learning **2016**,		5
59	Adaptable Learning and Learning Analytics: A Case Study in a Programming Course. *Lecture Notes in Computer Science*, **2016**, 665-668	0.9	4
58	Could you help me to change the variables? **2013**,		4
57	Why Are Users of Social Media Inclined to Word-of-Mouth?. *IFIP Advances in Information and Communication Technology*, **2013**, 112-123	0.5	4
56	Comparing a well designed webcast with traditional learning **2010**,		4
55	Project-Based Learning in IT Education: Definitions and Qualities. *Uniped*, **2018**, 41, 147-163	0.1	4
54	Embodied Interaction and Spatial Skills: A Systematic Review of Empirical Studies. *Interacting With Computers*, **2021**, 32, 331-366	1.6	4
53	Children Interactions in an Asynchronous Video Mediated Communication Environment. *Lecture Notes in Computer Science*, **2011**, 199-206	0.9	4
52	Exploring students' cognitive and affective states during problem solving through multimodal data: Lessons learned from a programming activity. *Journal of Computer Assisted Learning*,	3.8	4
51	Joint Emotional State of Children and Perceived Collaborative Experience in Coding Activities **2019**,		3
50	Understanding children behavior in an asynchronous video-mediated communication environment. *Personal and Ubiquitous Computing*, **2013**, 17, 1621-1629	2.1	3
49	Enhancing Student Digital Skills: Adopting an Ecosystemic School Analytics Approach **2017**,		3
48	An Exploratory Study on the Influence of Cognitive and Affective Characteristics in Programming-Based Making Activities **2017**,		3
47	Open Service for Video Learning Analytics **2014**,		3
46	Modelling Learners Behaviour: A Novel Approach Using GARCH with Multimodal Data. *Lecture Notes in Computer Science*, **2019**, 450-465	0.9	3
45	Code Your Own Game: The Case of Children with Hearing Impairments. *Lecture Notes in Computer Science*, **2014**, 108-116	0.9	3
44	Games for Artificial Intelligence and Machine Learning Education: Review and Perspectives. *Lecture Notes in Educational Technology*, **2020**, 117-133	0.4	3
43	How Video Usage Styles Affect Student Engagement? Implications for Video-Based Learning Environments. *Lecture Notes in Educational Technology*, **2016**, 157-163	0.4	3

42	Open Source Software for Entertainment. *Lecture Notes in Computer Science*, **2012**, 604-607	0.9	3
41	An Enriched Artifacts Activity for Supporting Creative Learning: Perspectives for Children with Impairments. *Lecture Notes in Computer Science*, **2013**, 160-163	0.9	3
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39	Sensing-Based Analytics in Education: The Rise of Multimodal Data Enabled Learning Systems. *IT Professional*, **2021**, 23, 31-38	1.9	3
38	Mobile learning adoption through the lens of complexity theory and fsQCA **2017**,		2
37	Research-derived guidelines for designing toddlers' healthcare games **2013**,		2
36	Investigating Facebook's acceptance and satisfaction: a study in the Greek university community. *International Journal of Social Humanistic Computing*, **2013**, 2, 104	0.2	2
35	Investigating the effect of duration in educational webcast adoption. *Procedia, Social and Behavioral Sciences*, **2011**, 15, 160-164		2
34	Identifying the Direct Effect of Experience and the Moderating Effect of Satisfaction in the Greek Online Market **2013**, 77-97		2
33	How Quickly Can We Predict Users Ratings on Aesthetic Evaluations of Websites? Employing Machine Learning on Eye-Tracking Data. *Lecture Notes in Computer Science*, **2020**, 429-440	0.9	2
32	Designing Playful Games and Applications to Support Science Centers Learning Activities. *Lecture Notes in Computer Science*, **2014**, 561-570	0.9	2
31	Making as a Pathway to Foster Joyful Engagement and Creativity in Learning. *Lecture Notes in Computer Science*, **2015**, 566-570	0.9	2
30	Mubil: Creating an Immersive Experience of Old Books to Support Learning in a Museum-Archive Environment. *Lecture Notes in Computer Science*, **2013**, 180-184	0.9	2
29	Exploring EEG signals during the different phases of game-player interaction **2019**,		2
28	Information flow and cognition affect each other: Evidence from digital learning. *International Journal of Human Computer Studies*, **2021**, 146, 102549	4.6	2
27	Learner-computer interaction **2018**,		2
26	Using the lens of science capital to capture and explore children attitudes toward science in an informal making-based space. *Information and Learning Science*, **2021**, 12, 317-340	3.3	2
25	DESIGN OF DIGITAL TECHNOLOGIES FOR CHILDREN **2021**, 1287-1304		2

24	How Space and Tool Availability Affect User Experience and Creativity in Interactive Surfaces? **2015**,		1
23	Serious Game Development as a Creative Learning Experience: Lessons Learnt **2015**,		1
22	Familiar Video Stories as a Means for Children with Autism: An Analytics Approach **2015**,		1
21	Looking outside **2014**,		1
20	In the face (book) of the daily routine **2010**,		1
19	Keep Calm and Do Not Carry-Forward: Toward Sensor-Data Driven AI Agent to Enhance Human Learning.. *Frontiers in Artificial Intelligence*, **2021**, 4, 713176	3	1
18	Interaction Space of Chords on a Vertical Multi-touch Screen **2015**,		1
17	Looking at the Design of Making-Based Coding Activities Through the Lens of the ADDIE Model. *Lecture Notes in Educational Technology*, **2020**, 137-151	0.4	1
16	Social Media and Analytics for Competitive Performance: A Conceptual Research Framework. *Lecture Notes in Business Information Processing*, **2017**, 209-218	0.6	1
15	Investigating Determinants of Video-Based Learning Acceptance. *Lecture Notes in Educational Technology*, **2016**, 483-491	0.4	1
14	Determining Consumer Engagement in Word-of-Mouth: Trust and Network Ties in a Social Commerce Setting. *Lecture Notes in Computer Science*, **2017**, 351-362	0.9	1
13	Motivations and Emotions in Social Media: Explaining Users Satisfaction with FsQCA. *Lecture Notes in Computer Science*, **2017**, 375-387	0.9	1
12	Insights on the Interplay between Adaptive Learning and Learning Analytics **2016**,		1
11	Goalkeeper: A Zero-Sum Exergame for Motivating Physical Activity. *Lecture Notes in Computer Science*, **2021**, 65-86	0.9	1
10	Investigating gaze interaction to support children gameplay. *International Journal of Child-Computer Interaction*, **2021**, 30, 100349	3.7	1
9	An Introduction to Non-formal and Informal Science Learning in the ICT Era. *Lecture Notes in Educational Technology*, **2020**, 3-13	0.4	0
8	Can Interactive Art Installations Attract 15 Years Old Students to Coding?. *Lecture Notes in Computer Science*, **2015**, 529-532	0.9	0
7	Exploring the Importance of Making in an Educational Game Design. *Lecture Notes in Computer Science*, **2015**, 367-374	0.9	

LIST OF PUBLICATIONS

6	The Role of Contemporary Skills in Information Technology Professionals: An FsQCA Approach. *Lecture Notes in Computer Science*, **2017**, 485-496	0.9
5	Science Learning in the ICT Era: Toward an Ecosystem Model and Research Agenda. *Lecture Notes in Educational Technology*, **2020**, 181-186	0.4
4	Fostering Learners' Performance with On-demand Metacognitive Feedback. *Lecture Notes in Computer Science*, **2019**, 423-435	0.9
3	Technology-Enhanced Organizational Learning: A Systematic Literature Review. *Lecture Notes in Computer Science*, **2019**, 573-584	0.9
2	An Empirical Examination of Behavioral Factors in Creative Development of Game Prototypes. *Lecture Notes in Computer Science*, **2013**, 3-8	0.9
1	Combining Adaptive Learning with Learning Analytics: Precedents and Directions. *Lecture Notes in Computer Science*, **2016**, 434-439	0.9