

Michail N Giannakos

List of Publications by Year in Descending Order

Source: <https://exaly.com/author-pdf/6231687/michail-n-giannakos-publications-by-year.pdf>

Version: 2024-04-28

This document has been generated based on the publications and citations recorded by exaly.com. For the latest version of this publication list, visit the link given above.

The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

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	Keep Calm and Do Not Carry-Forward: Toward Sensor-Data Driven AI Agent to Enhance Human Learning.. <i>Frontiers in Artificial Intelligence</i> , 2021 , 4, 713176	3	1
166	Embodied Interaction and Spatial Skills: A Systematic Review of Empirical Studies. <i>Interacting With Computers</i> , 2021 , 32, 331-366	1.6	4
165	Rethinking Learning Design in IT Education During a Pandemic. <i>Frontiers in Education</i> , 2021 , 6,	2.1	12
164	Architecting Analytics Across Multiple E-Learning Systems to Enhance Learning Design. <i>IEEE Transactions on Learning Technologies</i> , 2021 , 14, 173-188	4	6
163	Children's Play and Problem Solving in Motion-Based Educational Games: Synergies between Human Annotations and Multi-Modal Data 2021 ,		3
162	Children's play and problem-solving in motion-based learning technologies using a multi-modal mixed methods approach. <i>International Journal of Child-Computer Interaction</i> , 2021 , 31, 100355	3.7	5
161	Information flow and cognition affect each other: Evidence from digital learning. <i>International Journal of Human Computer Studies</i> , 2021 , 146, 102549	4.6	2
160	Goalkeeper: A Zero-Sum Exergame for Motivating Physical Activity. <i>Lecture Notes in Computer Science</i> , 2021 , 65-86	0.9	1
159	Systematic Literature Review of E-Learning Capabilities to Enhance Organizational Learning. <i>Information Systems Frontiers</i> , 2021 , 1-17	4	8
158	Using the lens of science capital to capture and explore children's attitudes toward science in an informal making-based space. <i>Information and Learning Science</i> , 2021 , 12, 317-340	3.3	2
157	DESIGN OF DIGITAL TECHNOLOGIES FOR CHILDREN 2021 , 1287-1304		2
156	Investigating gaze interaction to support children's gameplay. <i>International Journal of Child-Computer Interaction</i> , 2021 , 30, 100349	3.7	1
155	Sensing technologies and child-computer child-computer interaction: Opportunities, challenges and ethical considerations. <i>International Journal of Child-Computer Interaction</i> , 2021 , 30, 100331	3.7	7
154	Sensing-Based Analytics in Education: The Rise of Multimodal Data Enabled Learning Systems. <i>IT Professional</i> , 2021 , 23, 31-38	1.9	3
153	Eye-tracking and artificial intelligence to enhance motivation and learning. <i>Smart Learning Environments</i> , 2020 , 7,	4.2	15
152	Seeking Information on Social Commerce: An Examination of the Impact of User- and Marketer-generated Content Through an Eye-tracking Study. <i>Information Systems Frontiers</i> , 2020 , 1	4	6
151	Multimodal data capabilities for learning: What can multimodal data tell us about learning?. <i>British Journal of Educational Technology</i> , 2020 , 51, 1450-1484	4.3	29

150	Mapping child-computer interaction research through co-word analysis. <i>International Journal of Child-Computer Interaction</i> , 2020 , 23-24, 100165	3.7	11
149	Monitoring Children's Learning Through Wearable Eye-Tracking: The Case of a Making-Based Coding Activity. <i>IEEE Pervasive Computing</i> , 2020 , 19, 10-21	1.3	7
148	Utilizing Interactive Surfaces to Enhance Learning, Collaboration and Engagement: Insights from Learners' Gaze and Speech. <i>Sensors</i> , 2020 , 20,	3.8	8
147	Computing Education Research Landscape through an Analysis of Keywords 2020 ,		6
146	An Introduction to Non-formal and Informal Science Learning in the ICT Era. <i>Lecture Notes in Educational Technology</i> , 2020 , 3-13	0.4	0
145	Science Learning in the ICT Era: Toward an Ecosystem Model and Research Agenda. <i>Lecture Notes in Educational Technology</i> , 2020 , 181-186	0.4	
144	Multimodal Learning Analytics to Inform Learning Design: Lessons Learned from Computing Education. <i>Journal of Learning Analytics</i> , 2020 , 7, 79-97	3.1	9
143	Looking at the Design of Making-Based Coding Activities Through the Lens of the ADDIE Model. <i>Lecture Notes in Educational Technology</i> , 2020 , 137-151	0.4	1
142	How Quickly Can We Predict Users' Ratings on Aesthetic Evaluations of Websites? Employing Machine Learning on Eye-Tracking Data. <i>Lecture Notes in Computer Science</i> , 2020 , 429-440	0.9	2
141	Games for Artificial Intelligence and Machine Learning Education: Review and Perspectives. <i>Lecture Notes in Educational Technology</i> , 2020 , 117-133	0.4	3
140	Identifying the combinations of motivations and emotions for creating satisfied users in SNSs: An fsQCA approach. <i>International Journal of Information Management</i> , 2020 , 53, 102128	16.4	30
139	Fitbit for learning: Towards capturing the learning experience using wearable sensing. <i>International Journal of Human Computer Studies</i> , 2020 , 136, 102384	4.6	21
138	The promise and challenges of multimodal learning analytics. <i>British Journal of Educational Technology</i> , 2020 , 51, 1441-1449	4.3	11
137	Utilizing Multimodal Data Through fsQCA to Explain Engagement in Adaptive Learning. <i>IEEE Transactions on Learning Technologies</i> , 2020 , 13, 689-703	4	12
136	Coding activities for children: Coupling eye-tracking with qualitative data to investigate gender differences. <i>Computers in Human Behavior</i> , 2020 , 105, 105939	7.7	13
135	The role of age and gender on implementing informal and non-formal science learning activities for children 2019 ,		7
134	2019 ,		8
133	Explaining user experience in mobile gaming applications: an fsQCA approach. <i>Internet Research</i> , 2019 , 29, 293-314	4.8	22

132	Exploring children's learning experience in constructionism-based coding activities through design-based research. <i>Computers in Human Behavior</i> , 2019 , 99, 415-427	7.7	39
131	Joint Emotional State of Children and Perceived Collaborative Experience in Coding Activities 2019 ,		3
130	Coding games and robots to enhance computational thinking: How collaboration and engagement moderate children's attitudes?. <i>International Journal of Child-Computer Interaction</i> , 2019 , 21, 65-76	3.7	14
129	Multimodal data as a means to understand the learning experience. <i>International Journal of Information Management</i> , 2019 , 48, 108-119	16.4	56
128	Cross-Platform Analytics 2019 ,		10
127	Cultural Correlates of Internet Addiction. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019 , 22, 258-263	4.4	14
126	Building pipelines for educational data using AI and multimodal analytics: A grey-box approach. <i>British Journal of Educational Technology</i> , 2019 , 50, 3004-3031	4.3	31
125	Fostering Learners' Performance with On-demand Metacognitive Feedback. <i>Lecture Notes in Computer Science</i> , 2019 , 423-435	0.9	
124	Technology-Enhanced Organizational Learning: A Systematic Literature Review. <i>Lecture Notes in Computer Science</i> , 2019 , 573-584	0.9	
123	Modelling Learners' Behaviour: A Novel Approach Using GARCH with Multimodal Data. <i>Lecture Notes in Computer Science</i> , 2019 , 450-465	0.9	3
122	Exploring EEG signals during the different phases of game-player interaction 2019 ,		2
121	. <i>IEEE Transactions on Learning Technologies</i> , 2019 , 12, 516-534	4	82
120	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. <i>Computers in Human Behavior</i> , 2019 , 92, 646-659	7.7	44
119	Gaze insights into debugging behavior using learner-centred analysis 2018 ,		6
118	How do you feel about learning to code? Investigating the effect of children's attitudes towards coding using eye-tracking. <i>International Journal of Child-Computer Interaction</i> , 2018 , 17, 50-60	3.7	32
117	Explaining learning performance using response-time, self-regulation and satisfaction from content 2018 ,		12
116	Supporting adaptive learning pathways through the use of learning analytics: developments, challenges and future opportunities. <i>Interactive Learning Environments</i> , 2018 , 26, 206-220	3.1	28
115	Big data analytics capabilities: a systematic literature review and research agenda. <i>Information Systems and E-Business Management</i> , 2018 , 16, 547-578	2.6	235

114	Supporting school leadership decision making with holistic school analytics: Bridging the qualitative-quantitative divide using fuzzy-set qualitative comparative analysis. <i>Computers in Human Behavior</i> , 2018 , 89, 355-366	7.7	11
113	Visual Aesthetics of E-Commerce Websites: An Eye-Tracking Approach 2018 ,		7
112	Project-Based Learning in IT Education: Definitions and Qualities. <i>Uniped</i> , 2018 , 41, 147-163	0.1	4
111	Putting Flipped Classroom into Practice: A Comprehensive Review of Empirical Research 2018 , 27-44		8
110	Learning in smart environments: user-centered design and analytics of an adaptive learning system. <i>Smart Learning Environments</i> , 2018 , 5,	4.2	24
109	Learner-computer interaction 2018 ,		2
108	The human side of big data: Understanding the skills of the data scientist in education and industry 2018 ,		13
107	From players to makers: An empirical examination of factors that affect creative game development. <i>International Journal of Child-Computer Interaction</i> , 2018 , 18, 27-36	3.7	18
106	Serious games as a malleable learning medium: The effects of narrative, gameplay, and making on students' performance and attitudes. <i>British Journal of Educational Technology</i> , 2017 , 48, 842-859	4.3	36
105	Investigating students' use and adoption of with-video assignments: lessons learnt for video-based open educational resources. <i>Journal of Computing in Higher Education</i> , 2017 , 29, 160-177	3.5	17
104	Entertainment, engagement, and education: Foundations and developments in digital and physical spaces to support learning through making. <i>Entertainment Computing</i> , 2017 , 21, 77-81	1.9	12
103	Assessing Student Behavior in Computer Science Education with an fsQCA Approach. <i>ACM Transactions on Computing Education</i> , 2017 , 17, 1-23	2.1	17
102	Identifying dropout factors in information technology education: A case study 2017 ,		6
101	Designing social commerce platforms based on consumers' intentions. <i>Behaviour and Information Technology</i> , 2017 , 36, 1308-1327	2.4	41
100	Sense and sensibility in personalized e-commerce: How emotions rebalance the purchase intentions of persuaded customers. <i>Psychology and Marketing</i> , 2017 , 34, 972-986	3.9	43
99	Enhancing Student Digital Skills: Adopting an Ecosystemic School Analytics Approach 2017 ,		3
98	The Role of Contemporary Skills in Information Technology Professionals: An FsQCA Approach. <i>Lecture Notes in Computer Science</i> , 2017 , 485-496	0.9	
97	Mobile learning adoption through the lens of complexity theory and fsQCA 2017 ,		2

96	Reviewing the affordances of tangible programming languages: Implications for design and practice 2017 ,		11
95	Gamifying informal learning activities using interactive displays: an empirical investigation of students' learning and engagement. <i>Smart Learning Environments</i> , 2017 , 4,	4.2	6
94	Using Eye-Tracking to Unveil Differences Between Kids and Teens in Coding Activities 2017 ,		15
93	Understanding student retention in computer science education: The role of environment, gains, barriers and usefulness. <i>Education and Information Technologies</i> , 2017 , 22, 2365-2382	3.6	28
92	Empirical studies on the Maker Movement, a promising approach to learning: A literature review. <i>Entertainment Computing</i> , 2017 , 18, 57-78	1.9	125
91	The interplay of online shopping motivations and experiential factors on personalized e-commerce: A complexity theory approach. <i>Telematics and Informatics</i> , 2017 , 34, 730-742	8.1	81
90	An Exploratory Study on the Influence of Cognitive and Affective Characteristics in Programming-Based Making Activities 2017 ,		3
89	Social Media and Analytics for Competitive Performance: A Conceptual Research Framework. <i>Lecture Notes in Business Information Processing</i> , 2017 , 209-218	0.6	1
88	Online Reviews or Marketer Information? An Eye-Tracking Study on Social Commerce Consumers. <i>Lecture Notes in Computer Science</i> , 2017 , 388-399	0.9	5
87	Determining Consumer Engagement in Word-of-Mouth: Trust and Network Ties in a Social Commerce Setting. <i>Lecture Notes in Computer Science</i> , 2017 , 351-362	0.9	1
86	Motivations and Emotions in Social Media: Explaining Users' Satisfaction with FsQCA. <i>Lecture Notes in Computer Science</i> , 2017 , 375-387	0.9	1
85	Explaining online shopping behavior with fsQCA: The role of cognitive and affective perceptions. <i>Journal of Business Research</i> , 2016 , 69, 794-803	8.7	171
84	Introduction to smart learning analytics: foundations and developments in video-based learning. <i>Smart Learning Environments</i> , 2016 , 3,	4.2	29
83	Adaptable Learning and Learning Analytics: A Case Study in a Programming Course. <i>Lecture Notes in Computer Science</i> , 2016 , 665-668	0.9	4
82	Video-based learning ecosystem to support active learning: application to an introductory computer science course. <i>Smart Learning Environments</i> , 2016 , 3,	4.2	19
81	An international perspective on Facebook intrusion. <i>Psychiatry Research</i> , 2016 , 242, 385-387	9.9	17
80	Toward a Learning Ecosystem to Support Flipped Classroom: A Conceptual Framework and Early Results. <i>Lecture Notes in Educational Technology</i> , 2016 , 105-114	0.4	6
79	An integrative adoption model of video-based learning. <i>International Journal of Information and Learning Technology</i> , 2016 , 33, 219-235	1.9	19

78	Consumer Intentions on Social Media: A fsQCA Analysis of Motivations. <i>Lecture Notes in Computer Science</i> , 2016 , 371-386	0.9	6
77	A Tutorial on Machine Learning in Educational Science. <i>Lecture Notes in Educational Technology</i> , 2016 , 453-459	0.4	9
76	How Video Usage Styles Affect Student Engagement? Implications for Video-Based Learning Environments. <i>Lecture Notes in Educational Technology</i> , 2016 , 157-163	0.4	3
75	Investigating Determinants of Video-Based Learning Acceptance. <i>Lecture Notes in Educational Technology</i> , 2016 , 483-491	0.4	1
74	Cultural and Personality Predictors of Facebook Intrusion: A Cross-Cultural Study. <i>Frontiers in Psychology</i> , 2016 , 7, 1895	3.4	27
73	Exploring the relationship between video lecture usage patterns and students' attitudes. <i>British Journal of Educational Technology</i> , 2016 , 47, 1259-1275	4.3	28
72	Creative Programming Experiences for Teenagers 2016 ,		6
71	Insights on the Interplay between Adaptive Learning and Learning Analytics 2016 ,		1
70	Smart environments and analytics on video-based learning 2016 ,		5
69	Combining Adaptive Learning with Learning Analytics: Precedents and Directions. <i>Lecture Notes in Computer Science</i> , 2016 , 434-439	0.9	
68	Investigating Factors Influencing Students' Intention to Dropout Computer Science Studies 2016 ,		17
67	Investigating teachers' confidence on technological pedagogical and content knowledge: an initial validation of TPACK scales in K-12 computing education context. <i>Journal of Computers in Education</i> , 2015 , 2, 43-59	3	12
66	How to Implement Rigorous Computer Science Education in K-12 Schools? Some Answers and Many Questions. <i>ACM Transactions on Computing Education</i> , 2015 , 15, 1-12	2.1	18
65	Exploring the Importance of Making in an Educational Game Design. <i>Lecture Notes in Computer Science</i> , 2015 , 367-374	0.9	
64	How Space and Tool Availability Affect User Experience and Creativity in Interactive Surfaces? 2015 ,		1
63	Serious Game Development as a Creative Learning Experience: Lessons Learnt 2015 ,		1
62	Making sense of video analytics: Lessons learned from clickstream interactions, attitudes, and learning outcome in a video-assisted course. <i>International Review of Research in Open and Distance Learning</i> , 2015 , 16,	2.2	66
61	Familiar Video Stories as a Means for Children with Autism: An Analytics Approach 2015 ,		1

60	Computing education in K-12 schools: A review of the literature 2015 ,		28
59	A Global Snapshot of Computer Science Education in K-12 Schools 2015 ,		74
58	Interaction Space of Chords on a Vertical Multi-touch Screen 2015 ,		1
57	Making as a Pathway to Foster Joyful Engagement and Creativity in Learning. <i>Lecture Notes in Computer Science</i> , 2015 , 566-570	0.9	2
56	Can Interactive Art Installations Attract 15 Years Old Students to Coding?. <i>Lecture Notes in Computer Science</i> , 2015 , 529-532	0.9	0
55	Moderating effects of online shopping experience on customer satisfaction and repurchase intentions. <i>International Journal of Retail and Distribution Management</i> , 2014 , 42, 187-204	3.5	116
54	Shiny happy people buying: the role of emotions on personalized e-shopping. <i>Electronic Markets</i> , 2014 , 24, 193-206	4.8	71
53	Absolute price as a determinant of perceived service quality in hotels: a qualitative analysis of online customer reviews. <i>International Journal of Hospitality and Event Management</i> , 2014 , 1, 62	0	5
52	Video-Based Learning and Open Online Courses. <i>International Journal of Emerging Technologies in Learning</i> , 2014 , 9, 4	1.4	14
51	Looking at MOOCs Rapid Growth Through the Lens of Video-Based Learning Research. <i>International Journal of Emerging Technologies in Learning</i> , 2014 , 9, 35	1.4	8
50	Challenges and perspectives in an undergraduate flipped classroom experience: Looking through the lens of learning analytics 2014 ,		5
49	2014 ,		7
48	Perspectives and Visions of Computer Science Education in Primary and Secondary (K-12) Schools. <i>ACM Transactions on Computing Education</i> , 2014 , 14, 1-9	2.1	25
47	Design Principles for Serious Games in Mathematics 2014 ,		6
46	Reviewing the flipped classroom research 2014 ,		86
45	Open system for video learning analytics 2014 ,		5
44	Looking outside 2014 ,		1
43	Collecting and making sense of video learning analytics 2014 ,		9

42	Open Service for Video Learning Analytics 2014 ,		3
41	Using social media for work: Losing your time or improving your work?. <i>Computers in Human Behavior</i> , 2014 , 31, 134-142	7.7	152
40	Designing Playful Games and Applications to Support Science Centers Learning Activities. <i>Lecture Notes in Computer Science</i> , 2014 , 561-570	0.9	2
39	Happy Girls Engaging with Technology: Assessing Emotions and Engagement Related to Programming Activities. <i>Lecture Notes in Computer Science</i> , 2014 , 398-409	0.9	11
38	Code Your Own Game: The Case of Children with Hearing Impairments. <i>Lecture Notes in Computer Science</i> , 2014 , 108-116	0.9	3
37	Educational webcasts' acceptance: Empirical examination and the role of experience. <i>British Journal of Educational Technology</i> , 2013 , 44, 125-143	4.3	40
36	Using webcasts in education: Evaluation of its effectiveness. <i>British Journal of Educational Technology</i> , 2013 , 44, 432-441	4.3	11
35	Understanding children's behavior in an asynchronous video-mediated communication environment. <i>Personal and Ubiquitous Computing</i> , 2013 , 17, 1621-1629	2.1	3
34	Enjoy and learn with educational games: Examining factors affecting learning performance. <i>Computers and Education</i> , 2013 , 68, 429-439	9.5	106
33	Using Facebook out of habit. <i>Behaviour and Information Technology</i> , 2013 , 32, 594-602	2.4	50
32	Analytics on video-based learning 2013 ,		12
31	Could you help me to change the variables? 2013 ,		4
30	What motivates children to become creators of digital enriched artifacts? 2013 ,		18
29	Designing healthcare games and applications for toddlers 2013 ,		11
28	Usability design for video lectures 2013 ,		16
27	Research-derived guidelines for designing toddlers' healthcare games 2013 ,		2
26	Designing creative activities for children 2013 ,		7
25	How students estimate the effects of ICT and programming courses 2013 ,		6

24	Why Are Users of Social Media Inclined to Word-of-Mouth?. <i>IFIP Advances in Information and Communication Technology</i> , 2013 , 112-123	0.5	4
23	Assessing Emotions Related to Privacy and Trust in Personalized Services. <i>IFIP Advances in Information and Communication Technology</i> , 2013 , 38-49	0.5	11
22	Exploring the video-based learning research: A review of the literature. <i>British Journal of Educational Technology</i> , 2013 , 44, E191-E195	4.3	61
21	Does informal learning benefit from interactivity? The effect of trial and error on knowledge acquisition during a museum visit. <i>International Journal of Mobile Learning and Organisation</i> , 2013 , 7, 158	2	12
20	Investigating Facebook's acceptance and satisfaction: a study in the Greek university community. <i>International Journal of Social Humanistic Computing</i> , 2013 , 2, 104	0.2	2
19	Shopping and Word-of-Mouth Intentions on Social Media. <i>Journal of Theoretical and Applied Electronic Commerce Research</i> , 2013 , 8, 5-6	4.1	92
18	Identifying the Direct Effect of Experience and the Moderating Effect of Satisfaction in the Greek Online Market 2013 , 77-97		2
17	Learning by Playing and Learning by Making. <i>Lecture Notes in Computer Science</i> , 2013 , 76-85	0.9	8
16	Mubil: Creating an Immersive Experience of Old Books to Support Learning in a Museum-Archive Environment. <i>Lecture Notes in Computer Science</i> , 2013 , 180-184	0.9	2
15	An Empirical Examination of Behavioral Factors in Creative Development of Game Prototypes. <i>Lecture Notes in Computer Science</i> , 2013 , 3-8	0.9	
14	An Enriched Artifacts Activity for Supporting Creative Learning: Perspectives for Children with Impairments. <i>Lecture Notes in Computer Science</i> , 2013 , 160-163	0.9	3
13	Do Not Touch the Paintings! The Benefits of Interactivity on Learning and Future Visits in a Museum. <i>Lecture Notes in Computer Science</i> , 2012 , 553-561	0.9	5
12	Math Is Not Only for Science Geeks: Design and Assessment of a Storytelling Serious Video Game 2012 ,		5
11	Is self-efficacy in programming decreasing with the level of programming skills? 2012 ,		34
10	This Game Is Girly! Perceived Enjoyment and Student Acceptance of Edutainment. <i>Lecture Notes in Computer Science</i> , 2012 , 89-98	0.9	5
9	Open Source Software for Entertainment. <i>Lecture Notes in Computer Science</i> , 2012 , 604-607	0.9	3
8	Investigating the effect of duration in educational webcast adoption. <i>Procedia, Social and Behavioral Sciences</i> , 2011 , 15, 160-164		2
7	Computer science/informatics in secondary education 2011 ,		43

6	Identifying the Direct Effect of Experience and the Moderating Effect of Satisfaction in the Greek Online Market. <i>International Journal of E-Services and Mobile Applications</i> , 2011 , 3, 39-58	1.1	8
5	Children's Interactions in an Asynchronous Video Mediated Communication Environment. <i>Lecture Notes in Computer Science</i> , 2011 , 199-206	0.9	4
4	Comparing a well designed webcast with traditional learning 2010 ,		4
3	In the face (book) of the daily routine 2010 ,		1
2	Design Principles for Serious Video Games in Mathematics Education: From Theory to Practice. <i>International Journal of Serious Games</i> ,	1.8	10
1	Exploring students' cognitive and affective states during problem solving through multimodal data: Lessons learned from a programming activity. <i>Journal of Computer Assisted Learning</i> ,	3.8	4