

# Bertrand Schneider

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7622826/publications.pdf>

Version: 2024-02-01

24  
papers

756  
citations

687363

13  
h-index

752698

20  
g-index

24  
all docs

24  
docs citations

24  
times ranked

494  
citing authors

#	ARTICLE	IF	CITATIONS
1	Augmenting Social Science Research with Multimodal Data Collection: The EZ-MMLA Toolkit. <i>Sensors</i> , 2022, 22, 568.	3.8	4
2	Toward capturing divergent collaboration in makerspaces using motion sensors. <i>Information and Learning Science</i> , 2022, ahead-of-print, .	1.3	1
3	Augmented Reality in the Learning Sciences. , 2022, , 340-361.		1
4	Shared Gaze Visualizations in Collaborative Interactions: Past, Present and Future. <i>Interacting With Computers</i> , 2021, 33, 115-133.	1.5	19
5	Multimodal Data Collection Made Easy: The EZ-MMLA Toolkit. , 2021, , .		10
6	Collaboration Analytics – Current State and Potential Futures. <i>Journal of Learning Analytics</i> , 2021, 8, 1-12.	2.4	31
7	How Can High-Frequency Sensors Capture Collaboration? A Review of the Empirical Links between Multimodal Metrics and Collaborative Constructs. <i>Sensors</i> , 2021, 21, 8185.	3.8	12
8	Gesture and Gaze: Multimodal Data in Dyadic Interactions. , 2021, , 625-641.		5
9	Unpacking the relationship between existing and new measures of physiological synchrony and collaborative learning: a mixed methods study. <i>International Journal of Computer-Supported Collaborative Learning</i> , 2020, 15, 89-113.	3.0	23
10	Lowering Barriers for Accessing Sensor Data in Education: Lessons Learned from Teaching Multimodal Learning Analytics to Educators. <i>Journal for STEM Education Research</i> , 2020, 3, 91-124.	1.5	12
11	A Methodology for Capturing Joint Visual Attention Using Mobile Eye-Trackers. <i>Journal of Visualized Experiments</i> , 2020, , .	0.3	3
12	Relationships Between Body Postures and Collaborative Learning States in an Augmented Reality Study. <i>Lecture Notes in Computer Science</i> , 2020, , 257-262.	1.3	9
13	Should students design or interact with models? Using the Bifocal Modelling Framework to investigate model construction in high school science. <i>International Journal of Science Education</i> , 2018, 40, 867-893.	1.9	17
14	Tangible User Interfaces and Contrasting Cases as a Preparation for Future Learning. <i>Journal of Science Education and Technology</i> , 2018, 27, 369-384.	3.9	12
15	Leveraging mobile eye-trackers to capture joint visual attention in co-located collaborative learning groups. <i>International Journal of Computer-Supported Collaborative Learning</i> , 2018, 13, 241-261.	3.0	56
16	The Effect of Highly Scaffolded Versus General Instruction on Students' Exploratory Behavior and Arousal. <i>Technology, Knowledge and Learning</i> , 2017, 22, 105-128.	4.9	20
17	Using Mobile Eye-Trackers to Unpack the Perceptual Benefits of a Tangible User Interface for Collaborative Learning. <i>ACM Transactions on Computer-Human Interaction</i> , 2016, 23, 1-23.	5.7	31
18	Flipping the Flipped Classroom: A Study of the Effectiveness of Video Lectures Versus Constructivist Exploration Using Tangible User Interfaces. <i>IEEE Transactions on Learning Technologies</i> , 2016, 9, 5-17.	3.2	59

#	ARTICLE	IF	CITATIONS
19	Does Seeing One Another's Gaze Affect Group Dialogue? A Computational Approach. Journal of Learning Analytics, 2015, 2, 107-133.	2.4	22
20	Toward collaboration sensing. International Journal of Computer-Supported Collaborative Learning, 2014, 9, 371-395.	3.0	33
21	Preparing for Future Learning with a Tangible User Interface: The Case of Neuroscience. IEEE Transactions on Learning Technologies, 2013, 6, 117-129.	3.2	52
22	Real-time mutual gaze perception enhances collaborative learning and collaboration quality. International Journal of Computer-Supported Collaborative Learning, 2013, 8, 375-397.	3.0	117
23	Phylo-Genie. , 2012, , .		49
24	Benefits of a Tangible Interface for Collaborative Learning and Interaction. IEEE Transactions on Learning Technologies, 2011, 4, 222-232.	3.2	158