# Dietrich Albert

## List of Publications by Year
in descending order

| 105 papers | 1,045 citations | 567144<br>15 h-index | 610775<br>24 g-index |
|:---:|:---:|:---:|:---:|
| 108 all docs | 108 docs citations | 108 times ranked | 730 citing authors |

| # | ARTICLE | IF | CITATIONS |
|---|---------|----|-----------|
| 1 | Modeling competencies for supporting work‑integrated learning in knowledge work. Journal of Knowledge Management, 2008, 12, 31-47. | 3.2 | 58 |
| 2 | The effects of attractiveness, dominance, and attribute differences on information acquisition in multiattribute binary choice. Organizational Behavior and Human Decision Processes, 1991, 49, 258-281. | 1.4 | 57 |
| 3 | Stochastic choice heuristics. Acta Psychologica, 1984, 56, 153-166. | 0.7 | 56 |
| 4 | A Psycho-Pedagogical Framework for Multi-Adaptive Educational Games. International Journal of Game-Based Learning, 2011, 1, 45-58. | 0.9 | 36 |
| 5 | A Competence-based Service for Supporting Self-Regulated Learning in Virtual Environments. Journal of Learning Analytics, 2015, 2, . | 1.8 | 36 |
| 6 | Individualized Skill Assessment in Digital Learning Games: Basic Definitions and Mathematical Formalism. IEEE Transactions on Learning Technologies, 2011, 4, 138-148. | 2.2 | 27 |
| 7 | Problem solving learning environments and assessment: A knowledge space theory approach. Computers and Education, 2013, 64, 183-193. | 5.1 | 27 |
| 8 | Gamification and Smart Feedback. International Journal of Game-Based Learning, 2014, 4, 35-46. | 0.9 | 27 |
| 9 | LEA in Private: A Privacy and Data Protection Framework for a Learning Analytics Toolbox. Journal of Learning Analytics, 2016, 3, . | 1.8 | 26 |
| 10 | Immersive Digital Games: The Interfaces for Next-Generation E-Learning?. Lecture Notes in Computer Science, 2007, , 647-656. | 1.0 | 24 |
| 11 | Technology-mediated support for self-regulated learning in open responsive learning environments. , 2011, , . |  | 24 |
| 12 | Evaluating a digital humanities research environment: the CULTURA approach. International Journal on Digital Libraries, 2014, 15, 53-70. | 1.1 | 23 |
| 13 | Micro Adaptive, Non-invasive Knowledge Assessment in Educational Games. , 2008, , . |  | 22 |
| 14 | A methodology for eliciting, modelling, and evaluating expert knowledge for an adaptive work-integrated learning system. International Journal of Human Computer Studies, 2010, 68, 185-208. | 3.7 | 22 |
| 15 | Iterative augmentation of a medical training simulator: Effects of affective metacognitive scaffolding. Computers and Education, 2014, 76, 13-29. | 5.1 | 21 |
| 16 | Process Traces of Binary Choices: Evidence for Selective and Adaptive Decision Heuristics. Quarterly Journal of Experimental Psychology Section A: Human Experimental Psychology, 1986, 38, 59-76. | 2.3 | 18 |
| 17 | Chapter 7 Knowledge Assessment Based on Skill Assignment and Psychological Task Analysis. Advances in Psychology, 1993, 101, 139-159. | 0.1 | 18 |
| 18 | Cognitive Choice Processes and the Attitude-Behavior Relation. , 1989, , 61-99. |  | 18 |

| # | Article | IF | Citations |
|---|---|---|---|
| 19 | Supporting Self-Regulated Personalised Learning through Competence-Based Knowledge Space Theory. Policy Futures in Education, 2009, 7, 645-661. | 1.2 | 17 |
| 20 | The ELEKTRA Ontology Model: A Learner-Centered Approach to Resource Description. , 2007, , 78-89. | | 17 |
| 21 | Activity- and taxonomy-based knowledge representation framework. International Journal of Knowledge and Learning, 2008, 4, 189. | 0.1 | 15 |
| 22 | Learning Analytics to Support the Use of Virtual Worlds in the Classroom. Lecture Notes in Computer Science, 2013, , 358-365. | 1.0 | 15 |
| 23 | Speed of comprehension of visualized ordered sets.. Journal of Experimental Psychology: Applied, 2002, 8, 57-71. | 0.9 | 14 |
| 24 | A Framework for Cognitive Bias Detection and Feedback in a Visual Analytics Environment. , 2016, , . | | 14 |
| 25 | The simplified updating rule in the formalization of digital educational games. Journal of Computational Science, 2013, 4, 293-303. | 1.5 | 13 |
| 26 | Tracking the UFOâ€™s Paths: Using Eye-Tracking for the Evaluation of Serious Games. Lecture Notes in Computer Science, 2011, , 315-324. | 1.0 | 13 |
| 27 | Skills, Competencies and Knowledge Structures. , 2013, , 229-242. | | 13 |
| 28 | Extending eductional metadata schemas to describe adaptive learning resources. , 2001, , . | | 12 |
| 29 | Supporting collaborative learning with tag recommendations. , 2017, , . | | 12 |
| 30 | Supporting Competency Development in Informal Workplace Learning. Lecture Notes in Computer Science, 2005, , 189-202. | 1.0 | 12 |
| 31 | Non-invasive Assessment and Adaptive Interventions in Learning Games. , 2009, , . | | 11 |
| 32 | A Mashup Recommender for Creating Personal Learning Environments. Lecture Notes in Computer Science, 2012, , 79-88. | 1.0 | 11 |
| 33 | Combining Self-Regulation and Competence-Based Guidance to Personalise the Learning Experience in Moodle. , 2014, , . | | 11 |
| 34 | Personalising Learning through Prerequisite Structures Derived from Concept Maps. , 2007, , 43-54. | | 11 |
| 35 | Construction of Knowledge Spaces for Problem Solving in Chess. Recent Research in Psychology, 1994, , 123-135. | 0.5 | 10 |
| 36 | A formal framework for modelling the developmental course of competence and performance in the distance, speed, and time domain. Developmental Review, 2008, 28, 401-420. | 2.6 | 10 |

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|---|---------|----|-----------|
| 37 | Verbatim and Semantic Imitation in Indexing Resources on the Web: A Fuzzy-trace Account of Social Tagging. Applied Cognitive Psychology, 2015, 29, 32-48. | 0.9 | 10 |
| 38 | Refining Frequency-Based Tag Reuse Predictions by Means of Time and Semantic Context. Lecture Notes in Computer Science, 2015, , 55-74. | 1.0 | 10 |
| 39 | Competency Management using the Competence Performance Approach. , 2007, , 83-119. | | 10 |
| 40 | The Correlational Agreement Coefficient CA(â‰¤Ð)â€"a mathematical analysis of a descriptive goodness-of-fit measure. Mathematical Social Sciences, 2004, 48, 281-314. | 0.3 | 9 |
| 41 | Cognitive Structural Modelling of Skills for Technology-Enhanced Learning. , 2007, , . | | 9 |
| 42 | Supporting Self-Regulated Learning. , 2015, , 17-48. | | 9 |
| 43 | Challenges in the Development and Evaluation of Immersive Digital Educational Games. Lecture Notes in Computer Science, 2008, , 19-30. | 1.0 | 9 |
| 44 | Recommender and guidance strategies for creating personal mashup learning environments. Computer Science and Information Systems, 2014, 11, 321-342. | 0.7 | 9 |
| 45 | A Domain Model for Smart 21st Century Skills Training in Game-Based Virtual Worlds. , 2012, , . | | 8 |
| 46 | Validating domain ontologies: A methodology exemplified for concept maps. Cogent Education, 2017, 4, 1263006. | 0.6 | 8 |
| 47 | Evaluating the Adaptation of a Learning System before the Prototype Is Ready: A Paper-Based Lab Study. Lecture Notes in Computer Science, 2009, , 331-336. | 1.0 | 8 |
| 48 | Little Big Difference: Gender Aspects and Gender-Based Adaptation in Educational Games. Lecture Notes in Computer Science, 2009, , 150-161. | 1.0 | 8 |
| 49 | Vicarious Learning with a Digital Educational Game: Eye-Tracking and Survey-Based Evaluation Approaches. Lecture Notes in Computer Science, 2010, , 471-488. | 1.0 | 8 |
| 50 | Comparative judgments with missing information: A regression and process tracing analysis. Acta Psychologica, 2007, 125, 66-84. | 0.7 | 7 |
| 51 | Background Music in Educational Games. International Journal of Game-Based Learning, 2011, 1, 53-64. | 0.9 | 7 |
| 52 | Defining a competency map for a practical skill. Clinical Teacher, 2014, 11, 531-536. | 0.4 | 7 |
| 53 | Methods for Discovering Cognitive Biases in a Visual Analytics Environment. , 2018, , 61-73. | | 7 |
| 54 | Applying a Web and Simulation-Based System for Adaptive Competence Assessment of Spinal Anaesthesia. Lecture Notes in Computer Science, 2009, , 182-191. | 1.0 | 7 |

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| 55 | Recent Developments in Competence-based Knowledge Space Theory. , 2013, , 243-286. | | 7 |
| 56 | Emergent Design: Serendipity in Digital Educational Games. Lecture Notes in Computer Science, 2009, , 206-215. | 1.0 | 6 |
| 57 | Adaptive Learning Using an Integration of Competence Model with Knowledge Space Theory. , 2013, , . | | 6 |
| 58 | Individualized skill assessment in educational games: The mathematical foundations of partitioning. Journal of Mathematical Psychology, 2015, 67, 1-7. | 1.0 | 6 |
| 59 | Competence Assessment for Spinal Anaesthesia. , 2007, , 165-170. | | 6 |
| 60 | Visualization of Learnerâ€™s State and Learning Paths with Knowledge Structures. Lecture Notes in Computer Science, 2011, , 261-270. | 1.0 | 6 |
| 61 | Psycho-pedagogical Mash-Up Design for Personalising the Learning Environment. Lecture Notes in Computer Science, 2012, , 161-175. | 1.0 | 6 |
| 62 | E-Learning Based on Metadata, Ontologies and Competence-Based Knowledge Space Theory. Communications in Computer and Information Science, 2012, , 24-36. | 0.4 | 5 |
| 63 | Apt to Adapt: Micro- and Macro-Level Adaptation in Educational Games. Studies in Computational Intelligence, 2011, , 221-238. | 0.7 | 4 |
| 64 | Applying Pedagogical Approaches to Enhance Learning: Linking Self-Regulated and Skills-Based Learning with Support from Moodle Extensions. , 2013, , . | | 4 |
| 65 | Balancing the Fluency-Consistency Tradeoff in Collaborative Information Search with a Recommender Approach. International Journal of Human-Computer Interaction, 2018, 34, 557-575. | 3.3 | 4 |
| 66 | An Evaluation System for Digital Libraries. Lecture Notes in Computer Science, 2012, , 414-419. | 1.0 | 4 |
| 67 | An Implicit-Semantic Tag Recommendation Mechanism for Socio-Semantic Learning Systems. IFIP Advances in Information and Communication Technology, 2013, , 41-46. | 0.5 | 4 |
| 68 | A Psycho-Pedagogical Framework for Multi-Adaptive Educational Games. , 2013, , 103-117. | | 4 |
| 69 | Developing Competence Assessment Procedure for Spinal Anaesthesia. , 2008, , . | | 3 |
| 70 | Personalized Support, Guidance, and Feedback by Embedded Assessment and Reasoning: What We Can Learn from Educational Computer Games. International Federation for Information Processing, 2010, , 142-151. | 0.4 | 3 |
| 71 | Suitability of Adaptive Self-Regulated e-Learning to Vocational Training. International Journal of Online Pedagogy and Course Design, 2015, 5, 31-46. | 0.3 | 3 |
| 72 | The Role of Cognitive Biases in Criminal Intelligence Analysis and Approaches for their Mitigation. , 2015, , . | | 3 |

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| 73 | An Initial Evaluation of Metacognitive Scaffolding for Experiential Training Simulators. Lecture Notes in Computer Science, 2012, , 23-36. | 1.0 | 3 |
| 74 | Evaluating the Validity of a Non-invasive Assessment Procedure. Lecture Notes in Computer Science, 2012, , 208-218. | 1.0 | 3 |
| 75 | Recent Developments in Performance-based Knowledge Space Theory. , 2013, , 147-192. | | 3 |
| 76 | Surmise relations between tests—mathematical considerations. Discrete Applied Mathematics, 2003, 127, 221-239. | 0.5 | 2 |
| 77 | Reflections on the Evaluation of Adaptive Learning Technologies. , 2011, , . | | 2 |
| 78 | Learning in Moodle using Competence-Based Knowledge Space Theory and IMS QTI. , 2013, , . | | 2 |
| 79 | Competence-Based Knowledge Space Theory as a Framework for Intelligent Metacognitive Scaffolding. Lecture Notes in Computer Science, 2011, , 563-565. | 1.0 | 2 |
| 80 | Gamification and Smart, Competence-Centered Feedback: Promising Experiences in the Classroom. International Journal of Serious Games, 2014, 1, . | 0.8 | 2 |
| 81 | Efficient Software Assets for Fostering Learning in Applied Games. Communications in Computer and Information Science, 2017, , 170-182. | 0.4 | 2 |
| 82 | Surmise relations between tests. Electronic Notes in Discrete Mathematics, 1999, 2, 10-24. | 0.4 | 1 |
| 83 | Integrating Collaborative Learning Into the Self-regulated Learning Process Model. , 2011, , . | | 1 |
| 84 | Tweets Reveal More Than You Know: A Learning Style Analysis on Twitter. Lecture Notes in Computer Science, 2012, , 140-152. | 1.0 | 1 |
| 85 | Trajectory Mining on Capability Space: Its Concept and Potential Application. , 2013, , . | | 1 |
| 86 | Applying the Formal Concept Analysis to Introduce Guidance in an Inquiry-Based Learning Environment. , 2015, , . | | 1 |
| 87 | Background Music in Educational Games. Advances in Human and Social Aspects of Technology Book Series, 2014, , 259-271. | 0.3 | 1 |
| 88 | Using Hasse Diagrams for Competence-Oriented Learning Analytics. Lecture Notes in Computer Science, 2013, , 59-64. | 1.0 | 1 |
| 89 | Gamification and Smart Feedback. , 2015, , 970-982. | | 1 |
| 90 | FACILITATING EVALUATION SUPPORT FOR SERIOUS GAMES. INTED Proceedings, 2017, , . | 0.0 | 1 |

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| 91 | A NOVEL APPROACH AND SOFTWARE COMPONENT FOR SUPPORTING COMPETENCE-BASED LEARNING WITH SERIOUS GAMES. INTED Proceedings, 2019, , . | 0.0 | 1 |
| 92 | How to Augment Simulated Environments by Services Supporting Self-Regulated Learning? A Baseline Study. , 2012, , . | | 0 |
| 93 | A Framework for Measuring Imagination in Visual Analytics Systems. , 2017, , . | | 0 |
| 94 | A Glissade on the Learning Curve: Multi-adaptive Immersive Educational Games. Lecture Notes in Computer Science, 2010, , 361-366. | 1.0 | 0 |
| 95 | Activity- and Taxonomy-Based Knowledge Representation. , 2012, , 80-83. | | 0 |
| 96 | Heuristics for Generating and Validating Surmise Relations across, between and within Sets/Tests. , 2013, , 193-227. | | 0 |
| 97 | Affective Metacognitive Scaffolding and Enriched User Modelling for Experiential Training Simulators: A Follow-Up Study. Lecture Notes in Computer Science, 2013, , 396-409. | 1.0 | 0 |
| 98 | Semantic Social Sensing for Improving Simulation Environments for Learning. Lecture Notes in Computer Science, 2013, , 601-602. | 1.0 | 0 |
| 99 | THE WHAT, THE HOW AND THE WHO â€" A PSYCHO-PEDAGOGICAL TRAINING MODEL FOR PROFESSIONAL DEVELOPMENT IN CRIMINAL INTELLIGENCE ANALYSIS. , 2016, , . | | 0 |
| 100 | INQUIRY-BASED LEARNING MEETS LEARNING ANALYTICS AND STYLES. , 2017, , . | | 0 |
| 101 | TEACHING DIGITAL COMPETENCES IN SCHOOLS: A PARTICIPATORY RESEARCH APPROACH. EDULEARN Proceedings, 2018, , . | 0.0 | 0 |
| 102 | A Real-Life School Study of Confirmation Bias and Polarisation in Information Behaviour. Lecture Notes in Computer Science, 2019, , 409-422. | 1.0 | 0 |
| 103 | EVALUATION OF AN INTERVIEW SIMULATION FOR JOB SEEKERS â€" APPLYING A HOLISTIC EVALUATION APPROACH FOR SERIOUS GAMES. INTED Proceedings, 2019, , . | 0.0 | 0 |
| 104 | Reducing Energy Consumption by Behavioural Change. Smart Innovation, Systems and Technologies, 2021, , 257-268. | 0.5 | 0 |
| 105 | Digital Game-Based Learning. , 0, , 158-177. | | 0 |