

Juho Leinonen

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/875551/publications.pdf>

Version: 2024-02-01

51
papers

718
citations

3310631

1
h-index

3475103

1
g-index

51
all docs

51
docs citations

51
times ranked

258
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|--|----|-----------|
| 1 | Predicting academic performance: a systematic literature review. , 2018, , . | | 159 |
| 2 | Automatic Inference of Programming Performance and Experience from Typing Patterns. , 2016, , . | | 86 |
| 3 | Plagiarism in Take-home Exams. , 2017, , . | | 40 |
| 4 | Comparison of Time Metrics in Programming. , 2017, , . | | 34 |
| 5 | Supporting Self-Regulated Learning with Visualizations in Online Learning Environments. , 2018, , . | | 33 |
| 6 | Identification of programmers from typing patterns. , 2015, , . | | 28 |
| 7 | Pass Rates in Introductory Programming and in other STEM Disciplines. , 2019, , . | | 25 |
| 8 | Crowdsourcing programming assignments with CrowdSorcerer. , 2018, , . | | 20 |
| 9 | Pauses and spacing in learning to program. , 2016, , . | | 17 |
| 10 | A Study of Keystroke Data in Two Contexts. , 2020, , . | | 17 |
| 11 | A Comparison of Immediate and Scheduled Feedback in Introductory Programming Projects. , 2022, , . | | 16 |
| 12 | Typing Patterns and Authentication in Practical Programming Exams. , 2016, , . | | 15 |
| 13 | Crowdsourcing Content Creation for SQL Practice. , 2020, , . | | 15 |
| 14 | Exploring the Applicability of Simple Syntax Writing Practice for Learning Programming. , 2019, , . | | 14 |
| 15 | Does the Early Bird Catch the Worm? Earliness of Students' Work and its Relationship with Course Outcomes. , 2021, , . | | 14 |
| 16 | Promoting Early Engagement with Programming Assignments Using Scheduled Automated Feedback. , 2021, , . | | 13 |
| 17 | Using and Collecting Fine-Grained Usage Data to Improve Online Learning Materials. , 2017, , . | | 12 |
| 18 | Analysis of Students' Peer Reviews to Crowdsourced Programming Assignments. , 2018, , . | | 12 |

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 19 | Performance and Consistency in Learning to Program. , 2017, , . | | 11 |
| 20 | Predicting Academic Success Based on Learning Material Usage. , 2017, , . | | 11 |
| 21 | Exploring Personalization of Gamification in an Introductory Programming Course. , 2021, , . | | 10 |
| 22 | Admitting Students through an Open Online Course in Programming. , 2019, , . | | 9 |
| 23 | Choosing Code Segments to Exclude from Code Similarity Detection. , 2020, , . | | 9 |
| 24 | Time-on-Task Metrics for Predicting Performance. , 2022, , . | | 8 |
| 25 | Preventing Keystroke Based Identification in Open Data Sets. , 2017, , . | | 7 |
| 26 | Morning or Evening? An Examination of Circadian Rhythms of CS1 Students. , 2021, , . | | 7 |
| 27 | A Study of Pair Programming Enjoyment and Attendance using Study Motivation and Strategy Metrics. , 2018, , . | | 6 |
| 28 | Does Creating Programming Assignments with Tests Lead to Improved Performance in Writing Unit Tests?. , 2019, , . | | 6 |
| 29 | Methodological Considerations for Predicting At-risk Students. , 2022, , . | | 6 |
| 30 | Identification based on typing patterns between programming and free text. , 2017, , . | | 5 |
| 31 | Non-restricted Access to Model Solutions. , 2019, , . | | 5 |
| 32 | Exploring the Effects of Contextualized Problem Descriptions on Problem Solving. , 2021, , . | | 5 |
| 33 | Programming Versus Natural Language. , 2020, , . | | 5 |
| 34 | CodeProcess Charts: Visualizing the Process of Writing Code. , 2022, , . | | 5 |
| 35 | Time-on-task metrics for predicting performance. ACM Inroads, 2022, 13, 42-49. | 0.4 | 5 |
| 36 | Experimenting with Model Solutions as a Support Mechanism. , 2019, , . | | 4 |

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 37 | Persistence of Time Management Behavior of Students and Its Relationship with Performance in Software Projects. , 2021, , . | | 4 |
| 38 | Can Students Review Their Peers?. , 2022, , . | | 4 |
| 39 | Who Continues in a Series of Lifelong Learning Courses?. , 2022, , . | | 4 |
| 40 | Taxonomizing features and methods for identifying at-risk students in computing courses. , 2018, , . | | 3 |
| 41 | Thought crimes and profanities whilst programming. , 2017, , . | | 2 |
| 42 | Tracking Students' Internet Browsing in a Machine Exam. , 2017, , . | | 2 |
| 43 | Digital Education For All: Better Students Through Open Doors?. , 2021, , . | | 2 |
| 44 | SHORT PAUSES WHILE STUDYING CONSIDERED HARMFUL , 2016, , . | | 1 |
| 45 | Visual recipes for slicing and dicing data: teaching data wrangling using subgoal graphics. , 2021, , . | | 1 |
| 46 | Pausing While Programming: Insights From Keystroke Analysis. , 2022, , . | | 1 |
| 47 | Student Modeling Based on Fine-Grained Programming Process Snapshots. , 2017, , . | | 0 |
| 48 | Pass Rates in STEM Disciplines Including Computing. , 2019, , . | | 0 |
| 49 | Adolescent and Adult Student Attitudes Towards Progress Visualizations. Lecture Notes in Computer Science, 2017, , 15-26. | 1.0 | 0 |
| 50 | Selection of Code Segments for Exclusion from Code Similarity Detection. , 2020, , . | | 0 |
| 51 | Seeking Flow from Fine-Grained Log Data. , 2022, , . | | 0 |