

# Juho Leinonen

## List of Publications by Citations

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

29  
papers

258  
citations

8  
h-index

15  
g-index

51  
ext. papers

517  
ext. citations

0.7  
avg, IF

3.46  
L-index

#	Paper	IF	Citations
29	Predicting academic performance: a systematic literature review <b>2018,</b>		60
28	Automatic Inference of Programming Performance and Experience from Typing Patterns <b>2016,</b>		55
27	Supporting Self-Regulated Learning with Visualizations in Online Learning Environments <b>2018,</b>		13
26	Identification of programmers from typing patterns <b>2015,</b>		12
25	Plagiarism in Take-home Exams <b>2017,</b>		12
24	Comparison of Time Metrics in Programming <b>2017,</b>		11
23	Pass Rates in Introductory Programming and in other STEM Disciplines <b>2019,</b>		9
22	Performance and Consistency in Learning to Program <b>2017,</b>		8
21	Pauses and spacing in learning to program <b>2016,</b>		8
20	Crowdsourcing programming assignments with CrowdSorcerer <b>2018,</b>		7
19	Preventing Keystroke Based Identification in Open Data Sets <b>2017,</b>		6
18	Using and Collecting Fine-Grained Usage Data to Improve Online Learning Materials <b>2017,</b>		6
17	Typing Patterns and Authentication in Practical Programming Exams <b>2016,</b>		5
16	Predicting Academic Success Based on Learning Material Usage <b>2017,</b>		5
15	Admitting Students through an Open Online Course in Programming <b>2019,</b>		4
14	Analysis of StudentsePeer Reviews to Crowdsourced Programming Assignments <b>2018,</b>		4
13	A Study of Pair Programming Enjoyment and Attendance using Study Motivation and Strategy Metrics <b>2018,</b>		3

12	A Study of Keystroke Data in Two Contexts <b>2020</b> ,	3
11	Exploring Personalization of Gamification in an Introductory Programming Course <b>2021</b> ,	3
10	Does Creating Programming Assignments with Tests Lead to Improved Performance in Writing Unit Tests? <b>2019</b> ,	2
9	Taxonomizing features and methods for identifying at-risk students in computing courses <b>2018</b> ,	2
8	Non-restricted Access to Model Solutions <b>2019</b> ,	2
7	Identification based on typing patterns between programming and free text <b>2017</b> ,	2
6	Persistence of Time Management Behavior of Students and Its Relationship with Performance in Software Projects <b>2021</b> ,	2
5	Thought crimes and profanities whilst programming <b>2017</b> ,	1
4	Methodological Considerations for Predicting At-risk Students <b>2022</b> ,	1
3	Promoting Early Engagement with Programming Assignments Using Scheduled Automated Feedback <b>2021</b> ,	1
2	Time-on-task metrics for predicting performance. <i>ACM Inroads</i> , <b>2022</b> , 13, 42-49	0.5 0
1	Adolescent and Adult Student Attitudes Towards Progress Visualizations. <i>Lecture Notes in Computer Science</i> , <b>2017</b> , 15-26	0.9