

Kyoungwon Seo

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8825298/publications.pdf>

Version: 2024-02-01

9
papers

208
citations

1937685

4
h-index

1872680

6
g-index

9
all docs

9
docs citations

9
times ranked

127
citing authors

#	ARTICLE	IF	CITATIONS
1	Goldilocks conditions for workplace gamification: how narrative persuasion helps manufacturing workers create self-directed behaviors. <i>Human-Computer Interaction</i> , 2021, 36, 473-510.	4.4	12
2	Active learning with online video: The impact of learning context on engagement. <i>Computers and Education</i> , 2021, 165, 104132.	8.3	55
3	The impact of artificial intelligence on learnerâ€“instructor interaction in online learning. <i>International Journal of Educational Technology in Higher Education</i> , 2021, 18, 54.	7.6	83
4	The illusion of having a large virtual body biases action-specific perception in patients with mild cognitive impairment. <i>Scientific Reports</i> , 2021, 11, 24058.	3.3	4
5	Artificial Intelligence for Video-based Learning at Scale. , 2020, , .		6
6	Instructors Desire Student Activity, Literacy, and Video Quality Analytics to Improve Video-based Blended Courses. , 2019, , .		7
7	Measuring the Kinematics of Daily Living Movements with Motion Capture Systems in Virtual Reality. <i>Journal of Visualized Experiments</i> , 2018, , .	0.3	5
8	Nothing is More Revealing than Body Movement. , 2018, , .		2
9	Virtual daily living test to screen for mild cognitive impairment using kinematic movement analysis. <i>PLoS ONE</i> , 2017, 12, e0181883.	2.5	34