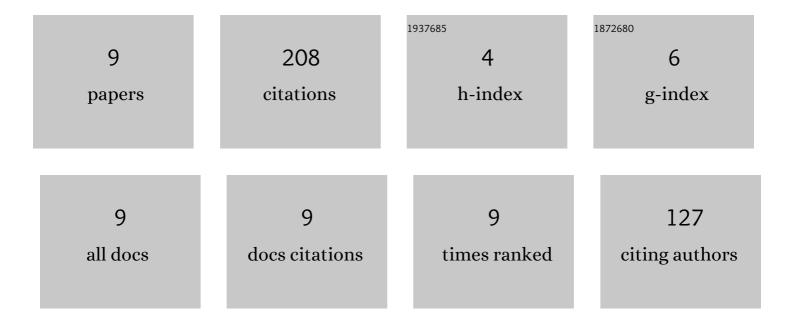
Kyoungwon Seo

List of Publications by Year in descending order

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

Version: 2024-02-01



#	Article	IF	CITATIONS
1	Goldilocks conditions for workplace gamification: how narrative persuasion helps manufacturing workers create self-directed behaviors. Human-Computer Interaction, 2021, 36, 473-510.	4.4	12
2	Active learning with online video: The impact of learning context on engagement. Computers and Education, 2021, 165, 104132.	8.3	55
3	The impact of artificial intelligence on learner–instructor interaction in online learning. International Journal of Educational Technology in Higher Education, 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. Scientific Reports, 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. Journal of Visualized Experiments, 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. PLoS ONE, 2017, 12, e0181883.	2.5	34