

# Carlos Delgado Kloos

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9140920/publications.pdf>

Version: 2024-02-01

181  
papers

4,143  
citations

218677

26  
h-index

155660

55  
g-index

194  
all docs

194  
docs citations

194  
times ranked

2970  
citing authors

#	ARTICLE	IF	CITATIONS
1	Impact of an augmented reality system on students' motivation for a visual art course. Computers and Education, 2013, 68, 586-596.	8.3	703
2	Experimenting with electromagnetism using augmented reality: Impact on flow student experience and educational effectiveness. Computers and Education, 2014, 71, 1-13.	8.3	395
3	Gamification for Engaging Computer Science Students in Learning Activities: A Case Study. IEEE Transactions on Learning Technologies, 2014, 7, 291-301.	3.2	290
4	ALAS-KA: A learning analytics extension for better understanding the learning process in the Khan Academy platform. Computers in Human Behavior, 2015, 47, 139-148.	8.5	111
5	Monitoring student progress using virtual appliances: A case study. Computers and Education, 2012, 58, 1058-1067.	8.3	110
6	Prediction in MOOCs: A Review and Future Research Directions. IEEE Transactions on Learning Technologies, 2019, 12, 384-401.	3.2	96
7	Precise Effectiveness Strategy for analyzing the effectiveness of students with educational resources and activities in MOOCs. Computers in Human Behavior, 2015, 47, 108-118.	8.5	92
8	Temporal analysis for dropout prediction using self-regulated learning strategies in self-paced MOOCs. Computers and Education, 2020, 145, 103728.	8.3	84
9	Delving into Participants' Profiles and Use of Social Tools in MOOCs. IEEE Transactions on Learning Technologies, 2014, 7, 260-266.	3.2	76
10	Learning analytics in European higher education—Trends and barriers. Computers and Education, 2020, 155, 103933.	8.3	69
11	Early Infrastructure of an Internet of Things in Spaces for Learning. , 2008, , .		68
12	Understanding Learners' Motivation and Learning Strategies in MOOCs. International Review of Research in Open and Distance Learning, 2017, 18, .	1.8	68
13	H-MOOC framework: reusing MOOCs for hybrid education. Journal of Computing in Higher Education, 2017, 29, 47-64.	6.1	61
14	Self-regulated learning in MOOCs: lessons learned from a literature review. Educational Review, 2020, 72, 319-345.	3.7	49
15	Formal Verification of BPEL4WS Business Collaborations. Lecture Notes in Computer Science, 2004, , 76-85.	1.3	48
16	Analysis of the Factors Influencing Learners' Performance Prediction With Learning Analytics. IEEE Access, 2020, 8, 5264-5282.	4.2	45
17	Sentiment analysis in MOOCs: A case study. , 2018, , .		43
18	Motivation and Emotions in Competition Systems for Education: An Empirical Study. IEEE Transactions on Education, 2014, 57, 182-187.	2.4	42

#	ARTICLE	IF	CITATIONS
19	Student Behavior and Interaction Patterns With an LMS as Motivation Predictors in E-Learning Settings. IEEE Transactions on Education, 2010, 53, 463-470.	2.4	41
20	A Collaborative Recommender System Based on Space-Time Similarities. IEEE Pervasive Computing, 2010, 9, 81-87.	1.3	41
21	Learning a Foreign Language in a Mixed-Reality Environment. IEEE Internet Computing, 2011, 15, 44-47.	3.3	40
22	An adaptive and innovative question-driven competition-based intelligent tutoring system for learning. Expert Systems With Applications, 2012, 39, 6932-6948.	7.6	39
23	Inferring higher level learning information from low level data for the Khan Academy platform. , 2013, , .		39
24	Flipping the classroom to improve learning with MOOCs technology. Computer Applications in Engineering Education, 2017, 25, 15-25.	3.4	38
25	Generic service integration in adaptive learning experiences using IMS learning design. Computers and Education, 2011, 57, 1160-1170.	8.3	37
26	Augmenting Reality and Formality of Informal and Non-Formal Settings to Enhance Blended Learning. IEEE Transactions on Learning Technologies, 2014, 7, 118-131.	3.2	37
27	Discovering the campus together: A mobile and computer-based learning experience. Journal of Network and Computer Applications, 2012, 35, 176-188.	9.1	36
28	Aligning assessment with learning outcomes in outcome-based education. , 2010, , .		32
29	Lessons learned from the design of situated learning environments to support collaborative knowledge construction. Computers and Education, 2015, 87, 70-82.	8.3	30
30	Affordances and Core Functions of Smart Learning Environments: A Systematic Literature Review. IEEE Transactions on Learning Technologies, 2021, 14, 129-145.	3.2	30
31	Mobile and Accessible Learning for MOOCs. Journal of Interactive Media in Education, 2015, 2015, .	1.7	28
32	Enabling interoperability for LMS educational services. Computer Standards and Interfaces, 2009, 31, 484-498.	5.4	27
33	Provision of awareness of learners's emotions through visualizations in a computer interaction-based environment. Expert Systems With Applications, 2013, 40, 5093-5100.	7.6	27
34	Assessing the validity of a learning analytics expectation instrument: A multinational study. Journal of Computer Assisted Learning, 2020, 36, 209-240.	5.1	27
35	Personalized Service-Oriented E-Learning Environments. IEEE Internet Computing, 2010, 14, 62-67.	3.3	26
36	An architecture for extending the learning analytics support in the Khan Academy framework. , 2013, , .		26

#	ARTICLE	IF	CITATIONS
37	A Learning Analytics Methodology for Understanding Social Interactions in MOOCs. IEEE Transactions on Learning Technologies, 2019, 12, 442-455.	3.2	26
38	Web Accessibility Evaluation Tools: A Survey and Some Improvements. Electronic Notes in Theoretical Computer Science, 2006, 157, 87-100.	0.9	24
39	Analysing the predictive power for anticipating assignment grades in a massive open online course. Behaviour and Information Technology, 2018, 37, 1021-1036.	4.0	24
40	Sending Learning Pills to Mobile Devices in Class to Enhance Student Performance and Motivation in Network Services Configuration Courses. IEEE Transactions on Education, 2012, 55, 83-87.	2.4	23
41	Mixing and blending MOOC Technologies with face-to-face pedagogies. , 2015, , .		23
42	Towards the development of a learning analytics extension in open edX. , 2014, , .		22
43	Experiences of running MOOCs and SPOCs at UC3M. , 2014, , .		22
44	A software player for providing hints in problemâ€based learning according to a new specification. Computer Applications in Engineering Education, 2009, 17, 272-284.	3.4	20
45	Early Prediction and Variable Importance of Certificate Accomplishment in a MOOC. Lecture Notes in Computer Science, 2017, , 263-272.	1.3	20
46	A methodology for improving active learning engineering courses with a large number of students and teachers through feedback gathering and iterative refinement. International Journal of Technology and Design Education, 2015, 25, 387-408.	2.6	18
47	An Algorithm for Peer Review Matching Using Student Profiles Based on Fuzzy Classification and Genetic Algorithms. Lecture Notes in Computer Science, 2005, , 685-694.	1.3	17
48	Collaborative learning in multi-user virtual environments. Journal of Network and Computer Applications, 2013, 36, 1566-1576.	9.1	17
49	Analyzing the Impact of Using Optional Activities in Self-Regulated Learning. IEEE Transactions on Learning Technologies, 2016, 9, 231-243.	3.2	17
50	Assessment of skills and adaptive learning for parametric exercises combining knowledge spaces and item response theory. Applied Soft Computing Journal, 2018, 68, 110-124.	7.2	17
51	Addressing drop-out and sustained effort issues with large practical groups using an automated delivery and assessment system. Computers and Education, 2013, 61, 33-42.	8.3	16
52	A learning analytics tool for the support of the flipped classroom. Computer Applications in Engineering Education, 2019, 27, 1168-1185.	3.4	15
53	A simple denotational semantics, proof theory and a validation condition generator for unit-delay VHDL. Formal Methods in System Design, 1995, 7, 27-51.	0.8	14
54	Creating and Deploying Effective eLearning Experiences Using .LRN. IEEE Transactions on Education, 2007, 50, 345-351.	2.4	14

#	ARTICLE	IF	CITATIONS
55	Enhancement of Student Learning Through the Use of a Hinting Computer e-Learning System and Comparison With Human Teachers. <i>IEEE Transactions on Education</i> , 2011, 54, 164-167.	2.4	14
56	Using Third Party Services to Adapt Learning Material: A Case Study with Google Forms. <i>Lecture Notes in Computer Science</i> , 2009, , 744-750.	1.3	13
57	Hashing and canonicalizing Notation 3 graphs. <i>Journal of Computer and System Sciences</i> , 2010, 76, 663-685.	1.2	13
58	Objective and automated assessment of surgical technical skills with IoT systems: A systematic literature review. <i>Artificial Intelligence in Medicine</i> , 2021, 112, 102007.	6.5	13
59	A Supporting Architecture for Generic Service Integration in IMS Learning Design. <i>Lecture Notes in Computer Science</i> , 2008, , 467-473.	1.3	13
60	An Architecture for Combining Semantic Web Techniques with Intelligent Tutoring Systems. <i>Lecture Notes in Computer Science</i> , 2008, , 540-550.	1.3	12
61	Peeking into the black box: visualising learning activities. <i>International Journal of Technology Enhanced Learning</i> , 2012, 4, 99.	0.7	12
62	Generalizing Predictive Models of Admission Test Success Based on Online Interactions. <i>Sustainability</i> , 2019, 11, 4940.	3.2	12
63	Analysing self-regulated learning strategies of MOOC learners through self-reported data. <i>Australasian Journal of Educational Technology</i> , 0, , 56-70.	3.5	12
64	Adaptive learning module for a conversational agent to support MOOC learners. <i>Australasian Journal of Educational Technology</i> , 2021, 37, 24-44.	3.5	12
65	An Empirical Study of the Use of an Augmented Reality Simulator in a Face-to-Face Physics Course. , 2017, , .		11
66	Analyzing learnersâ€™ engagement and behavior in MOOCs on programming with the Codeboard IDE. <i>Educational Technology Research and Development</i> , 2020, 68, 2505-2528.	2.8	11
67	Using forums and assessments as motivational tools in E-learning courses: a case study. <i>Proceedings - Frontiers in Education Conference, FIE</i> , 2007, , .	0.0	10
68	Learning analytics @ UC3M. , 2013, , .		10
69	Design and evaluation of a computer based game for education. , 2016, , .		10
70	Lostrego: A distributed stream-based infrastructure for the real-time gathering and analysis of heterogeneous educational data. <i>Journal of Network and Computer Applications</i> , 2017, 100, 56-68.	9.1	10
71	From MOOCs to SPOCsâ€ and from SPOCs to Flipped Classroom. <i>Lecture Notes in Computer Science</i> , 2017, , 347-354.	1.3	10
72	Orchestration and Feedback in Lab Sessions: Improvements in Quick Feedback Provision. <i>Lecture Notes in Computer Science</i> , 2011, , 424-429.	1.3	10

#	ARTICLE	IF	CITATIONS
73	Web composition with WCAG in mind. , 2005, , .		9
74	Technological support for the enactment of collaborative scripted learning activities across multiple spatial locations. Future Generation Computer Systems, 2014, 31, 223-237.	7.5	9
75	Improving the prediction of learning outcomes in educational platforms including higher level interaction indicators. Expert Systems, 2018, 35, e12298.	4.5	9
76	Scenarios for the application of learning analytics and the flipped classroom. , 2018, , .		9
77	Assessment of Knowledge and Competencies in 3D Virtual Worlds: A Proposal. International Federation for Information Processing, 2010, , 165-176.	0.4	9
78	A software engineering model for the development of adaptation rules and its application in a hinting adaptive e-learning system. Computer Science and Information Systems, 2015, 12, 203-231.	1.0	9
79	An Algorithm and a Tool for the Automatic Grading of MOOC Learners from Their Contributions in the Discussion Forum. Applied Sciences (Switzerland), 2021, 11, 95.	2.5	9
80	A Swarm Approach for Automatic Auditing of Pedagogical Planning. , 2007, , .		8
81	Digital education in the classroom. , 2017, , .		8
82	Evaluating emotion visualizations using AffectVis, an affect-aware dashboard for students. Journal of Research in Innovative Teaching & Learning, 2017, 10, 107-125.	2.3	8
83	SmartLET. , 2018, , .		8
84	The hybridization factor of technology in education. , 2018, , .		8
85	Educational Technology in the Age of Natural Interfaces and Deep Learning. Revista Iberoamericana De Tecnologías Del Aprendizaje, 2020, 15, 26-33.	0.9	8
86	A Competency Framework for Teaching and Learning Innovation Centers for the 21st Century: Anticipating the Post-COVID-19 Age. Electronics (Switzerland), 2022, 11, 413.	3.1	8
87	Rating the Importance of Different LMS Functionalities. , 2006, , .		7
88	Comparison of knowledge during the assembly process of learning objects. Journal of Intelligent Information Systems, 2010, 35, 51-74.	3.9	7
89	From software engineering to courseware engineering. , 2016, , .		7
90	Evaluating Student-Facing Learning Dashboards of Affective States. Lecture Notes in Computer Science, 2017, , 224-237.	1.3	7

#	ARTICLE	IF	CITATIONS
91	Supporting a MOOC through a Conversational Agent. Design of a First Prototype. , 2018, , .		7
92	Re-Defining, Analyzing and Predicting Persistence Using Student Events in Online Learning. Applied Sciences (Switzerland), 2020, 10, 1722.	2.5	7
93	Automated driver management for Selenium WebDriver. Empirical Software Engineering, 2021, 26, 1.	3.9	7
94	Evaluation of an Algorithm for Automatic Grading of Forum Messages in MOOC Discussion Forums. Sustainability, 2021, 13, 9364.	3.2	7
95	Enhancing Orchestration of Lab Sessions by Means of Awareness Mechanisms. Lecture Notes in Computer Science, 2012, , 113-125.	1.3	7
96	FLINN. International Journal of Human Capital and Information Technology Professionals, 2014, 5, 38-51.	0.6	7
97	A cost-effective IoT learning environment for the training and assessment of surgical technical skills with visual learning analytics. Journal of Biomedical Informatics, 2021, 124, 103952.	4.3	7
98	Selenium-Jupiter: A JUnit 5 extension for Selenium WebDriver. Journal of Systems and Software, 2022, 189, 111298.	4.5	7
99	An Adaptive Tutoring System Based on Hierarchical Graphs. Lecture Notes in Computer Science, 2004, , 401-404.	1.3	6
100	Analyzing Convergence in e-Learning Resource Filtering Based on ACO Techniques: A Case Study With Telecommunication Engineering Students. IEEE Transactions on Education, 2010, 53, 542-546.	2.4	6
101	CAM in the semantic web world. , 2010, , .		6
102	An Approach for the Personalization of Exercises Based on Contextualized Attention Metadata and Semantic Web technologies. , 2010, , .		6
103	Transformational development of circuit descriptions for binary adders. , 1991, , 217-237.		5
104	Game based spelling learning. , 2008, , .		5
105	Current issues with assessment formats and interoperability. , 2010, , .		5
106	Adapting the Speed of Reproduction of Audio Content and Using Text Reinforcement for Maximizing the Learning Outcome through Mobile Phones. IEEE Transactions on Learning Technologies, 2011, 4, 233-238.	3.2	5
107	CourseEditor: A course planning tool compatible with IMS-LD. Computer Applications in Engineering Education, 2013, 21, 421-431.	3.4	5
108	Using Video Visualizations in Open edX to Understand Learning Interactions of Students. Lecture Notes in Computer Science, 2015, , 522-525.	1.3	5

#	ARTICLE	IF	CITATIONS
109	An analysis of the use of badges in an educational experiment. , 2016, , .		5
110	Analyzing students' intentionality towards badges within a case study using Khan academy. , 2016, , .		5
111	Chrome Plug-in to Support SRL in MOOCs. Lecture Notes in Computer Science, 2019, , 3-12.	1.3	5
112	Using an Augmented Reality Geolocalized Quiz Game as an Incentive to Overcome Academic Procrastination. Advances in Intelligent Systems and Computing, 2019, , 175-184.	0.6	5
113	Should We Consider Efficiency and Constancy for Adaptation in Intelligent Tutoring Systems?. Lecture Notes in Computer Science, 2020, , 237-247.	1.3	5
114	Augmented Reality-Based Simulations Embedded in Problem Based Learning Courses. Lecture Notes in Computer Science, 2015, , 540-543.	1.3	5
115	Exploring NFC interactive panel. , 2008, , .		5
116	Automatic Discovery of Complementary Learning Resources. Lecture Notes in Computer Science, 2011, , 327-340.	1.3	5
117	Assessment Activities in Massive Open On-Line Courses. Advances in Higher Education and Professional Development Book Series, 2015, , 165-192.	0.2	5
118	Exploring Touching Learning Environments. International Federation for Information Processing, 2008, , 93-96.	0.4	5
119	Collaborative Learning Models on Distance Scenarios with Learning Design: A Case Study. , 2008, , .		4
120	System Orchestration Support for a Flow of Blended Collaborative Activities. , 2010, , .		4
121	Multi-User 3D Virtual Environment for Spanish Learning: A Wonderland Experience. , 2010, , .		4
122	eMadrid project: MOOCs and learning analytics. , 2016, , .		4
123	A Predictive Model of Learning Gains for a Video and Exercise Intensive Learning Environment. Lecture Notes in Computer Science, 2015, , 760-763.	1.3	4
124	Hardware-Software Prototyping from LOTOS. Design Automation for Embedded Systems, 1998, 3, 117-148.	1.0	3
125	E-LANE: an e-learning initiative based on open source as a basis for sustainability. International Journal of Continuing Engineering Education and Life-Long Learning, 2007, 17, 57.	0.2	3
126	Some research questions and results of UC3M in the eMadrid excellence network. , 2010, , .		3



#	ARTICLE	IF	CITATIONS
127	Open learning: Advances in the eMadrid excellence network. , 2011, , .		3
128	SubCollaboration: large-scale group management in collaborative learning. Software - Practice and Experience, 2011, 41, 449-465.	3.6	3
129	A multidimensional analysis of trends in educational technology. , 2014, , .		3
130	Boosting interaction with educational technology. , 2017, , .		3
131	.Lrn: E-Learning Inside and Outside The Classroom. , 2007, , 13-25.		3
132	A Demonstration of ALAS-KA: A Learning Analytics Tool for the Khan Academy Platform. Lecture Notes in Computer Science, 2014, , 518-521.	1.3	3
133	A Demonstration of ANALYSE. , 2016, , .		3
134	Management of Assessment Resources in a Federated Repository of Educational Resources. Lecture Notes in Computer Science, 2010, , 139-150.	1.3	3
135	WAEX: Web Accessibility Evaluator in a Single XSLT File. , 2006, , .		2
136	Adaptive Peer Review Based on Student Profiles. Lecture Notes in Computer Science, 2006, , 781-783.	1.3	2
137	Web Usage Mining in a Blended Learning Context: A Case Study. , 2008, , .		2
138	Representing time and location using web mashups. , 2009, , .		2
139	Combining Web 2.0 technology and problem-based learning in a blended learning environment. International Journal of Continuing Engineering Education and Life-Long Learning, 2009, 19, 222.	0.2	2
140	Towards parallel educational worlds. , 2011, , .		2
141	User identity issues in mashups for learning experiences using IMS Learning Design. International Journal of Technology Enhanced Learning, 2011, 3, 80.	0.7	2
142	Course evaluation for technology enhanced learning: current status in Europe. International Journal of Technology Enhanced Learning, 2011, 3, 389.	0.7	2
143	Extending Google Course Builder With Real-World Projects in a Master's Course. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2015, 10, 3-10.	0.9	2
144	Designing educational material. , 2016, , .		2

#	ARTICLE	IF	CITATIONS
145	What Can You Do with Educational Technology that is Getting More Human?. , 2019, , .		2
146	Building Wrapper Agents for the Deep Web. Lecture Notes in Computer Science, 2003, , 58-67.	1.3	2
147	Do Optional Activities Matter in Virtual Learning Environments?. Lecture Notes in Computer Science, 2014, , 331-344.	1.3	2
148	Towards Combining Individual and Collaborative Work Spaces under a Unified E-Portfolio. Lecture Notes in Computer Science, 2011, , 488-501.	1.3	2
149	Framework for Contextualized Learning Ecosystems. Lecture Notes in Computer Science, 2011, , 260-270.	1.3	2
150	Using learning design to deploy and administer engineering courses. Proceedings - Frontiers in Education Conference, FIE, 2007, , .	0.0	1
151	Design and data analysis of exercises with hints. , 2008, , .		1
152	Change is Good. Improving Learning Design Flexibility at Run-Time. , 2008, , .		1
153	Evaluating the Effectiveness and Motivational Impact of Replacing a Human Instructor by Mobile Devices for Teaching Network Services Configuration to Telecommunication Engineering Students. , 2010, , .		1
154	Towards flexibility on IMS Learning Design scripts. , 2011, , .		1
155	Towards the Prediction of User Actions on Exercises with Hints Based on Survey Results. Lecture Notes in Computer Science, 2011, , 525-530.	1.3	1
156	M-learning will disrupt educational practices. , 2012, , .		1
157	The Effect of Different Features for Educational Computer-Based Competition Environments. IEEE Transactions on Learning Technologies, 2018, 11, 468-477.	3.2	1
158	Taxonomy of MOOC-Based Hybrid Educational Models in Higher Education. , 2019, , .		1
159	Smart Groups: A Tool for Group Orchestration in Synchronous Hybrid Learning Environments. Lecture Notes in Computer Science, 2021, , 384-388.	1.3	1
160	System Orchestration Support for a Collaborative Blended Learning Flow. Studies in Computational Intelligence, 2012, , 29-46.	0.9	1
161	Higher Order Applicative XML Documents. Lecture Notes in Computer Science, 2004, , 91-107.	1.3	1
162	Analyzing Learning Gains in a Competition Intelligent Tutoring System. Lecture Notes in Computer Science, 2014, , 662-663.	1.3	1

#	ARTICLE	IF	CITATIONS
163	A Framework to Design Educational Mobile-Based Games Across Multiple Spaces. Lecture Notes in Computer Science, 2015, , 407-413.	1.3	1
164	Sequencing Parametric Exercises for an Operating System Course. , 2006, , 450-458.		1
165	Guaranteeing the Correctness of an Adaptive Tutoring System. Lecture Notes in Computer Science, 2008, , 329-332.	1.3	1
166	A systematic analysis of learning analytics using multi-source data in the context of Spain. Behaviour and Information Technology, 2023, 42, 643-657.	4.0	1
167	Intelligent Automated Navigation through the Deep Web. Lecture Notes in Computer Science, 2004, , 125-134.	1.3	0
168	Authoring of Educational Resources for Semantic Web Applications. , 2008, , .		0
169	Authoring learning contents, assessments and outcomes in an integrated way. , 2010, , .		0
170	ADAPTACIÓN DE MATERIAL EDUCATIVO GUIADA POR IMS LEARNING DESIGN: EXPERIENCIAS CON .LRN. RIED: Revista Iberoamericana De Educación A Distancia, 2012, 13, .	1.5	0
171	Learning analytics for the precise evaluation of student effectiveness with educational resources and activities. , 2014, , .		0
172	A smartphone application for the collaborative knowledge creation based on reputation. , 2015, , .		0
173	Making Educational Technology Invisible. , 2020, , .		0
174	MSC-Based Formalism for Automated Web Navigation. Lecture Notes in Computer Science, 2004, , 591-592.	1.3	0
175	Context-Aware Combination of Adapted User Profiles for Interchange of Knowledge between Peers. Lecture Notes in Computer Science, 2009, , 782-787.	1.3	0
176	Behavior Effect of Hint Selection Penalties and Availability in an Intelligent Tutoring System. Lecture Notes in Computer Science, 2010, , 384-386.	1.3	0
177	The Computational Description of Analogue System Behaviour. Lecture Notes in Computer Science, 1998, , 309-332.	1.3	0
178	SKILL MODELLING SOLUTIONS FOR ADAPTIVE LEARNING. INTED Proceedings, 2017, , .	0.0	0
179	Assessment Activities in Massive Open On-Line Courses. , 2020, , 611-638.		0
180	Automation of the Deep Web with User Defined Behaviours. , 2003, , 339-348.		0

#	ARTICLE	IF	CITATIONS
181	Web Accessibility Evaluation Via XSLT. , 2007, , 459-469.		0