

CITATION REPORT

List of articles citing

Designing motivational agents: The role of praise, social comparison, and embodiment in computer feedback

DOI: 10.1016/j.chb.2011.02.002

Computers in Human Behavior, 2011, 27, 1643-1650.

Source: <https://exaly.com/paper-pdf/51193938/citation-report.pdf>

Version: 2024-04-28

This report has been generated based on the citations recorded by exaly.com for the above article. For the latest version of this publication list, visit the link given above.

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

#	Paper	IF	Citations
78	Virtual agents in retail web sites: Benefits of simulated social interaction for older users. <i>Computers in Human Behavior</i> , 2012 , 28, 2055-2066	7.7	69
77	Animated agents in K-12 engineering outreach: Preferred agent characteristics across age levels. <i>Computers in Human Behavior</i> , 2013 , 29, 1807-1815	7.7	19
76	Am I acceptable to you? Effect of a robot's verbal language forms on people's social distance from robots. <i>Computers in Human Behavior</i> , 2013 , 29, 1091-1101	7.7	39
75	Intelligent virtual agents as language trainers facilitate multilingualism. <i>Frontiers in Psychology</i> , 2014 , 5, 295	3.4	12
74	Virtual shopping agents. <i>Journal of Research in Interactive Marketing</i> , 2014 , 8, 144-162	7.5	21
73	Using affective embodied agents in information literacy education. 2014 ,		1
72	Dare to Compare. 2014 ,		
71	Social actor attribution to mobile phones: the case of tourists. <i>Information Technology and Tourism</i> , 2014 , 14, 21-47	4.8	17
70	Attitudes towards user experience (UX) measurement. <i>International Journal of Human Computer Studies</i> , 2014 , 72, 526-541	4.6	97
69	How social distance shapes human-robot interaction. <i>International Journal of Human Computer Studies</i> , 2014 , 72, 783-795	4.6	51
68	Addressing barriers to physical activity among women: A feasibility study using social networking-enabled technology. <i>Digital Health</i> , 2015 , 1, 2055207615583564	4	9
67	The Impact of Pedagogical Agent on Learners' Motivation and Academic Success ¹ . <i>Practice and Theory in Systems of Education</i> , 2015 , 10, 329-348		3
66	Persuasive Technology. <i>Lecture Notes in Computer Science</i> , 2015 ,	0.9	9
65	Effects of comparative feedback from a Socially Assistive Robot on self-efficacy in post-stroke rehabilitation. 2015 ,		16
64	Affect in Embodied Pedagogical Agents: Meta-Analytic Review. <i>Journal of Educational Computing Research</i> , 2015 , 53, 124-149	3.8	30
63	How feedback boosts motivation and play in a brain-training game. <i>Computers in Human Behavior</i> , 2015 , 48, 94-103	7.7	100
62	Carrot and stick 2.0: The benefits of natural and motivational prosody in computer-assisted learning. <i>Computers in Human Behavior</i> , 2015 , 43, 76-84	7.7	13

61	The effectiveness and acceptance of an affective information literacy tutorial. <i>Computers and Education</i> , 2015 , 87, 368-384	9.5	11
60	Structuring peer assessment: Comparing the impact of the degree of structure on peer feedback content. <i>Computers in Human Behavior</i> , 2015 , 52, 315-325	7.7	41
59	Enhancing middle school students' scientific learning and motivation through agent-based learning. <i>Journal of Computer Assisted Learning</i> , 2015 , 31, 481-492	3.8	14
58	Perceptions of similarity and response to selected comparison targets in type 2 diabetes. <i>Psychology and Health</i> , 2015 , 30, 1206-20	2.9	14
57	Motivating continued knowledge sharing in crowdsourcing. <i>Online Information Review</i> , 2015 , 39, 795-811	11	16
56	Look Like Me. 2015 ,		53
55	Gaze and Attention Management for Embodied Conversational Agents. <i>ACM Transactions on Interactive Intelligent Systems</i> , 2015 , 5, 1-34	1.8	23
54	Virtual Agents as a Support for Feedback-Based Learning. <i>Proceedings of the Human Factors and Ergonomics Society</i> , 2016 , 60, 1780-1784	0.4	4
53	Evaluation of affective embodied agents in an information literacy game. <i>Computers and Education</i> , 2016 , 103, 59-75	9.5	18
52	Exploring the Effects of Encouragement in Educational Games. 2016 ,		3
51	Subjective well-being and social media use: Do personality traits moderate the impact of social comparison on Facebook?. <i>Computers in Human Behavior</i> , 2016 , 63, 813-822	7.7	47
50	Brief Computer-Delivered Intervention to Increase Parental Monitoring in Families of African American Adolescents with Type 1 Diabetes: A Randomized Controlled Trial. <i>Telemedicine Journal and E-Health</i> , 2017 , 23, 493-502	5.9	7
49	Unfolding online learning behavioral patterns and their temporal changes of college students in SPOCs. <i>Interactive Learning Environments</i> , 2017 , 25, 176-188	3.1	19
48	The effects of multiple-pedagogical agents on learners' academic success, motivation, and cognitive load. <i>Computers and Education</i> , 2017 , 111, 74-100	9.5	28
47	Listening to the student voice to improve educational software. <i>Medical Education Online</i> , 2017 , 22, 1345-1355	4.7	1
46	Technology-based interventions and trainings to reduce the escalation and impact of alcohol problems. <i>Journal of Social Work Practice in the Addictions</i> , 2017 , 17, 114-134	0.9	5
45	Mobile-based assessment: Towards a motivational framework. 2017 ,		3
44	Mobile-Based Assessment: Integrating acceptance and motivational factors into a combined model of Self-Determination Theory and Technology Acceptance. <i>Computers in Human Behavior</i> , 2017 , 68, 83-95	7.7	135

43	Investigation of motivation theory on pedagogical agents design in the online learning environment. 2018,		1
42	Influence of Previous Computer Experience on Adult Learners' Satisfaction Levels with Pedagogical Interface Agents. 2018,		
41	Motivation related predictors of engagement in mobile-assisted inquiry-based science learning. 2018,		6
40	Mood Mirroring with an Embodied Virtual Agent: A Pilot Study on the Relationship Between Personalized Visual Feedback and Adherence. <i>Communications in Computer and Information Science</i> , 2018 , 24-35	0.3	2
39	Should AI-Based, conversational digital assistants employ social- or task-oriented interaction style? A task-competency and reciprocity perspective for older adults. <i>Computers in Human Behavior</i> , 2019 , 90, 315-330	7.7	84
38	Designing Social Dialogue Model for Human-Robot Interactions*. 2019,		1
37	Emotions as core building blocks of an experience. <i>International Journal of Contemporary Hospitality Management</i> , 2019 , 31, 651-668	7.5	60
36	Motivation and social cognitive theory. <i>Contemporary Educational Psychology</i> , 2020 , 60, 101832	5.6	129
35	Analyzing important work motivators for architects in the project delivery process. <i>IOP Conference Series: Earth and Environmental Science</i> , 2020 , 452, 012083	0.3	
34	Effects of Social Touch from an Agent in Virtual Space: Comparing Visual Stimuli and Virtual-Tactile Stimuli. 2020,		1
33	Human Trust in Artificial Intelligence: Review of Empirical Research. <i>Academy of Management Annals</i> , 2020 , 14, 627-660	14.7	169
32	The effects of juiciness in an action RPG. <i>Entertainment Computing</i> , 2020 , 34, 100359	1.9	7
31	Words of encouragement: how praise delivered by a social robot changes children's mindset for learning. <i>Journal on Multimodal User Interfaces</i> , 2021 , 15, 61-76	1.7	5
30	The Neighbor in My Left Hand: Development and Evaluation of an Integrative Agent System With Two Different Devices. <i>IEEE Access</i> , 2021 , 9, 98317-98326	3.5	
29	Analysis of Communication, Team Situational Awareness, and Feedback in a Three-Person Intelligent Team Tutoring System. <i>Frontiers in Psychology</i> , 2021 , 12, 553015	3.4	1
28	Motivation-Achievement Cycles in Learning: a Literature Review and Research Agenda. <i>Educational Psychology Review</i> , 1	7.1	9
27	Tailoring Persuasive and Behaviour Change Systems Based on Stages of Change and Motivation. 2021,		8
26	Enhancing the Perceived Emotional Intelligence of Conversational Agents through Acoustic Cues. 2021,		3

25	Influence of Utterance Strategies to Get Closer Psychologically on Evaluation of Dialogue in a Non-task-oriented Dialogue System. <i>Transactions of the Japanese Society for Artificial Intelligence</i> , 2021 , 36, AG21-I_1-14	0.7	0
24	An Extended Framework for Characterizing Social Robots. <i>Springer Series on Bio- and Neurosystems</i> , 2020 , 21-64	0.5	14
23	Towards a Framework for Socially Influencing Systems: Meta-analysis of Four PLS-SEM Based Studies. <i>Lecture Notes in Computer Science</i> , 2015 , 172-183	0.9	23
22	Two is better than one: Social rewards from two agents enhance offline improvements in motor skills more than single agent. <i>PLoS ONE</i> , 2020 , 15, e0240622	3.7	6
21	Appearance. 2021 , 105-146		0
20	Connecting Emotionally: Effectiveness and Acceptance of an Affective Information Literacy Tutorial. <i>Lecture Notes in Computer Science</i> , 2015 , 169-181	0.9	
19	Management and Leadership. 2015 , 277-304		
18	Usage des nouvelles technologies pour Étudier les apprentissages scolaires et les favoriser. <i>Enfance</i> , 2015 , 2015, 15-34	0.2	
17	An Ambient Agent Model for a Reading Companion Robot. <i>Advances in Intelligent Systems and Computing</i> , 2017 , 94-106	0.4	
16	Do Social Rewards from Robots Enhance Offline Improvements in Motor Skills?. <i>Lecture Notes in Computer Science</i> , 2017 , 32-41	0.9	2
15	Dimensionality of the Iowa-Netherlands Comparison Orientation Measure and Its Relationship to Reinforcement Sensitivity Theory. <i>Journal of Individual Differences</i> , 2017 , 38, 256-264	1.8	1
14	Wow, You Are Terrible at This!. 2020 ,		0
13	Navigational Behavior Patterns of Learners on Dashboards Based on Assessment Analytics. <i>Advances in Analytics for Learning and Teaching</i> , 2021 , 251-268	0.4	
12	Powerful Student-Facing Dashboard Design Through Effective Feedback, Visualization, and Gamification. <i>Advances in Analytics for Learning and Teaching</i> , 2021 , 149-172	0.4	0
11	Quantifying the Effects of Motivation on Listening Effort: A Systematic Review and Meta-Analysis.. <i>Trends in Hearing</i> , 2022 , 26, 23312165211059982	3.2	
10	More challenging or more achievable? The impacts of difficulty and dominant goal orientation in leaderboards within educational gamification. <i>Journal of Computer Assisted Learning</i> ,	3.8	2
9	Motivation Effect of Animated Pedagogical Agent's Personality and Feedback Strategy Types on Learning in Virtual Training Environment. <i>Virtual Reality & Intelligent Hardware</i> , 2022 , 4, 153-172	2.8	0
8	Meeting Users Where They Are: User-centered Design of an Automated Text Messaging Tool to Support the Mental Health of Young Adults.. 2022 , 2022,		

- 7 To trust or not to trust? An assessment of trust in AI-based systems: Concerns, ethics and contexts. *Technological Forecasting and Social Change*, **2022**, 181, 121763 9.5 ○
- 6 Developing a Lecture Video Recording System Using Augmented Reality. **2021**,
- 5 The Acoustically Emotion-Aware Conversational Agent With Speech Emotion Recognition and Empathetic Responses. **2022**, 1-14 ○
- 4 Effects of a Co-Located Robot and Anthropomorphism on Human Motivation and Emotion across Personality and Gender. **2022**, ○
- 3 Keep It Brief and Targeted: Driving Performance Feedback Report Features to Use with Novice Drivers. **2022**, 2, 448-458 ○
- 2 Is Politeness Better than Impoliteness? Comparisons of Robot's Encouragement Effects Toward Performance, Moods, and Propagation. ○
- 1 Exploring user experience and performance of a tedious task through human-agent relationship. **2023**, 13, ○