

# Michela Ponticorvo

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8354955/publications.pdf>

Version: 2024-02-01

55  
papers

357  
citations

933447

10  
h-index

1058476

14  
g-index

62  
all docs

62  
docs citations

62  
times ranked

262  
citing authors

#	ARTICLE	IF	CITATIONS
1	Encoding geometric and non-geometric information: a study with evolved agents. <i>Animal Cognition</i> , 2010, 13, 157-174.	1.8	25
2	Educational Games for Soft-Skills Training in Digital Environments. , 2017, , .		23
3	Breedbot: an evolutionary robotics application in digital content. <i>Electronic Library</i> , 2008, 26, 363-373.	1.4	20
4	Basic emotions and adaptation. A computational and evolutionary model. <i>PLoS ONE</i> , 2017, 12, e0187463.	2.5	19
5	Place cognition and active perception: a study with evolved robots. <i>Connection Science</i> , 2009, 21, 3-14.	3.0	18
6	An agent-based modelling approach to build up educational digital games for kindergarten and primary schools. <i>Expert Systems</i> , 2017, 34, e12196.	4.5	17
7	Tangible Interfaces for Cognitive Assessment and Training in Children: LogicART. <i>Smart Innovation, Systems and Technologies</i> , 2016, , 329-338.	0.6	16
8	Digital and Multisensory Storytelling: Narration with Smell, Taste and Touch. <i>Lecture Notes in Computer Science</i> , 2016, , 509-512.	1.3	14
9	Situated Psychological Agents: A Methodology for Educational Games. <i>Applied Sciences (Switzerland)</i> , 2019, 9, 4887.	2.5	12
10	Towards Hyper Activity Books for Children. Connecting Activity Books and Montessori-like Educational Materials. <i>Lecture Notes in Computer Science</i> , 2015, , 401-406.	1.3	12
11	Enhancing Neuropsychological Testing with Gamification and Tangible Interfaces: The Baking Tray Task. <i>Lecture Notes in Computer Science</i> , 2017, , 147-156.	1.3	10
12	Robotics for soft skills training. <i>Research on Education and Media</i> , 2017, 9, 20-25.	0.2	10
13	E-TAN, a technology-enhanced platform with tangible objects for the assessment of visual neglect: A multiple single-case study. <i>Neuropsychological Rehabilitation</i> , 2021, 31, 1130-1144.	1.6	9
14	Breedbot: An Edutainment Robotics System to Link Digital and Real World. <i>Lecture Notes in Computer Science</i> , 2007, , 74-81.	1.3	9
15	Place cognition as an example of situated cognition: a study with evolved agents. <i>Cognitive Processing</i> , 2009, 10, 250-252.	1.4	8
16	Block Magic: A Prototype Bridging Digital and Physical Educational Materials to Support Children Learning Processes. <i>Smart Innovation, Systems and Technologies</i> , 2015, , 171-180.	0.6	8
17	Bio-inspired Computational Algorithms in Educational and Serious Games: Some Examples. <i>Lecture Notes in Computer Science</i> , 2016, , 636-639.	1.3	8
18	The Assessment of Visuospatial Abilities with Tangible Interfaces and Machine Learning. <i>Lecture Notes in Computer Science</i> , 2019, , 78-87.	1.3	8

#	ARTICLE	IF	CITATIONS
19	The Number Interval Position Effect (NIPE) in the mental bisection of numerical intervals might reflect the influence of the decimal-number system on the Gaussian representations of numerosities: A combined developmental and computational-modeling study. <i>Cortex</i> , 2019, 114, 164-175.	2.4	8
20	Evolutionary Robotics as a Tool to Investigate Spatial Cognition in Artificial and Natural Systems. , 2007, , 210-237.		8
21	Pairwise comparison psychoacoustic test on the noise emitted by DC electrical motors. <i>Applied Acoustics</i> , 2017, 119, 108-118.	3.3	7
22	Educational Robotics to Foster and Assess Social Relations in Students' Groups. <i>Frontiers in Robotics and AI</i> , 2020, 7, 78.	3.2	6
23	Soft Skills. , 2017, , 1-18.		6
24	Breeding Robots to Learn How to Rule Complex Systems. <i>Advances in Intelligent Systems and Computing</i> , 2017, , 137-142.	0.6	4
25	Multisensory Educational Materials: Five Senses to Learn. <i>Advances in Intelligent Systems and Computing</i> , 2019, , 45-52.	0.6	4
26	ENACT: Virtual Experiences of Negotiation. , 2017, , 89-103.		4
27	Methodology and Design of Technologically Enhanced Educational Role-Playing Games for Soft Skills Training. , 2017, , 39-61.		4
28	On the Edge Between Digital and Physical: Materials to Enhance Creativity in Children. An Application to Atypical Development. <i>Frontiers in Psychology</i> , 2020, 11, 755.	2.1	3
29	A Neural Model of Number Interval Position Effect (NIPE) in Children. <i>Lecture Notes in Computer Science</i> , 2015, , 9-18.	1.3	3
30	Artificial organisms as tools for the development of psychological theory: Tolman's lesson. <i>Cognitive Processing</i> , 2007, 8, 261-277.	1.4	2
31	Human breeders for evolving robots. <i>Artificial Life and Robotics</i> , 2008, 13, 1-4.	1.2	2
32	Theoretical Perspectives of Hands-On Educational Practices " From a Review of Psychological Theories to Block Magic and INF@NZIA DIGI.Tales 3.6 Projects. , 2015, , .		2
33	How to Improve Spatial and Numerical Cognition with a Game-Based and Technology-Enhanced Learning Approach. <i>Lecture Notes in Computer Science</i> , 2019, , 32-41.	1.3	2
34	Enhancing Digital Creativity in Education: The Docent Project Approach. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 103-110.	0.6	2
35	Applied Behavior Analysis (ABA) as a Footprint for Tutoring Systems: A Model of ABA Approach Applied to Olfactory Learning. <i>Social Sciences</i> , 2020, 9, 45.	1.4	2
36	Training and assessing numerical abilities across the lifespan with intelligent systems: The example of Baldo. <i>Expert Systems</i> , 0, , e12817.	4.5	2

#	ARTICLE	IF	CITATIONS
37	Agent Based Modelling to Build Serious Games: The Learn to Lead Game. Lecture Notes in Computer Science, 2015, , 349-358.	1.3	2
38	DILIGO Assessment Tool: A Smart and Gamified Approach for Preschool Children Assessment. Smart Innovation, Systems and Technologies, 2018, , 235-244.	0.6	2
39	Educational Robotics to Support Social Relations at School. Advances in Intelligent Systems and Computing, 2019, , 168-174.	0.6	2
40	Indexes for the E-Baking Tray Task: A Look on Laterality, Verticality and Quality of Exploration. Brain Sciences, 2022, 12, 401.	2.3	2
41	Learn to Lead: An Educational Game for Leaders to Be. , 2017, , 123-140.		1
42	Simulative Models to Understand Numerical Cognition. Lecture Notes in Computer Science, 2017, , 75-84.	1.3	1
43	Playing hybrid cards as an assessment tool for cognitive and emotional dimensions. Qwerty, 2019, 14, .	0.6	1
44	Robotics Exhibits for Science Centres. Some Prototypes. Communications in Computer and Information Science, 2009, , 145-155.	0.5	1
45	Traditional Settings and New Technologies for Role-Play Implementation. , 2017, , 19-38.		1
46	SNIFF: A Game-Based Assessment and Training Tool for the Sense of Smell. Advances in Intelligent Systems and Computing, 2017, , 126-133.	0.6	1
47	IS LANGUAGE NECESSARY TO MERGE GEOMETRIC AND NON-GEOMETRIC SPATIAL CUES? THE CASE OF THE "BLUE-WALL TASK", 2005, , .		0
48	Action-Based Cognition: How Robots with No Sensory System Orient Themselves in an Open Field Box. Lecture Notes in Computer Science, 2005, , 396-404.	1.3	0
49	Navigation in Evolving Robots: Insight from Vertebrates. Lecture Notes in Computer Science, 2009, , 222-231.	1.3	0
50	The Autopoietic Nature of the "Inner World": Lecture Notes in Computer Science, 2009, , 115-131.	1.3	0
51	COOPERATION IN CORVIDS: A SIMULATIVE STUDY WITH EVOLVED ROBOT. , 2009, , .		0
52	For Corvids together Is Better. Lecture Notes in Computer Science, 2011, , 222-229.	1.3	0
53	DREAD-ED: Improving Communication Skills in Critical Situations. , 2017, , 105-122.		0
54	Eutopia: Transferring Psycho-pedagogical Role Play to the Multiplayer Digital Stage. , 2017, , 63-88.		0

#	ARTICLE	IF	CITATIONS
55	Evolving Robot Behaviour at Micro (Molecular) and Macro (Molar) Action Level. Lecture Notes in Computer Science, 2007, , 357-366.	1.3	0