

Joel A F Dos Santos

List of Publications by Year in descending order

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Version: 2024-02-01

29
papers

121
citations

2258059

3
h-index

1720034

7
g-index

30
all docs

30
docs citations

30
times ranked

41
citing authors

#	ARTICLE	IF	CITATIONS
1	XTemplate 3.0: spatio-temporal semantics and structure reuse for hypermedia compositions. Multimedia Tools and Applications, 2012, 61, 645-673.	3.9	23
2	Modeling sensory effects as first-class entities in multimedia applications. , 2018, , .		15
3	Toward Content-Driven Intelligent Authoring of Mulsemedia Applications. IEEE MultiMedia, 2021, 28, 7-16.	1.7	10
4	NCL4WEB. , 2013, , .		8
5	Semi-automatic synchronization of sensory effects in mulsemedia authoring tools. , 2019, , .		8
6	XTemplate 3.0. , 2010, , .		7
7	EDITEC. , 2011, , .		6
8	Evaluating the Influence of Mulsemedia Content in Reading. , 2018, , .		6
9	Spatio-temporal Validation of Multimedia Documents. , 2015, , .		6
10	Adaptive layouts for authoring NCL programs. , 2013, , .		4
11	A rewriting logic semantics for NCL. Science of Computer Programming, 2015, 107-108, 64-92.	1.9	4
12	Automating the analysis of NCL documents with a model-driven approach. , 2013, , .		3
13	JNS: An alternative authoring language for specifying NCL multimedia documents. , 2013, , .		3
14	XTemplate 4.0: Providing Adaptive Layouts and Nested Templates for Hypermedia Documents. Lecture Notes in Computer Science, 2016, , 642-653.	1.3	3
15	A Bimodal Learning Approach to Assist Multi-sensory Effects Synchronization. , 2018, , .		3
16	Using Multisensory Content to Impact the Quality of Experience of Reading Digital Books. ACM Transactions on Multimedia Computing, Communications and Applications, 2021, 17, 1-18.	4.3	3
17	XTemPlate 3.0 language. , 2009, , .		1
18	An Executable Semantics for a Multimedia Authoring Language. Lecture Notes in Computer Science, 2013, , 67-82.	1.3	1

#	ARTICLE	IF	CITATIONS
19	Adaptive Layouts and Nesting Templates for Hypermedia Composite Templates. , 2015, , .		1
20	NCL-Tester. , 2016, , .		1
21	A Hybrid Approach for Spatio-Temporal Validation of Declarative Multimedia Documents. ACM Transactions on Multimedia Computing, Communications and Applications, 2018, 14, 1-24.	4.3	1
22	Supporting the Learning of Evolution Theory Using an Educational Simulator. IEEE Transactions on Learning Technologies, 2020, 13, 417-424.	3.2	1
23	Providing adjustable and dynamic spatial layouts for multimedia applications with STyLe. Multimedia Tools and Applications, 2020, 79, 25989-26021.	3.9	1
24	Sensory Effect Extraction for 360° Media Content. , 2021, , .		1
25	EDITEC - a graphical editor for hypermedia composite templates. Multimedia Tools and Applications, 2014, 70, 1167-1198.	3.9	0
26	Challenges in Interactive Multimedia Document Consistency Verification. , 2016, , .		0
27	A Crowdsourcing Tool for Data Augmentation in Visual Question Answering Tasks. , 2018, , .		0
28	Designing screen layout in multimedia applications through integer programming and metaheuristic. RAIRO - Operations Research, 2021, 55, 3379-3397.	1.8	0
29	Construindo um jogo para o ensino de biorremediação. , 0, , .		0