Rui Neves Madeira

List of Publications by Year
in descending order

48 papers	293 citations	1937685 4 h-index	1720034 7 g-index
51 all docs	51 docs citations	51 times ranked	247 citing authors

#	Article	IF	Citations
1	PLAY - Model-based Platform to Support Therapeutic Serious Games Design. Procedia Computer Science, 2022, 198, 211-218.	2.0	8
2	Computational Framework to Support Development of Applications Running on Multiple Co-located Devices. , 2021, , .		2
3	Modeling Serious Games Design towards Engaging Children with Special Needs in Therapy. , 2021, , .		0
4	Indoor Positioning System for Ubiquitous Computing Environments. Lecture Notes in Computer Science, 2021, , 611-622.	1.3	0
5	Designing Proxemic-aware Cross-Device Applications: A Feasibility Study. , 2021, , .		0
6	Applications across Co-located Devices: User Interface Distribution, State Management and Collaboration. , 2021, , .		1
7	YanuX. , 2019, , .		0
8	Using Personalisation to improve User Experience in Public Display Systems with Mobile Interaction. , 2019, , .		0
9	Designing a Framework to Support the Development of Smart Cross-device Applications. , 2018, , .		5
10	Personalising the User Experience of a Mobile Health Application towards Patient Engagement. Procedia Computer Science, 2018, 141, 428-433.	2.0	10
11	Cognitive Services for Collaborative mHealth: The OnParkinson Case Study. IFIP Advances in Information and Communication Technology, 2018, , 442-453.	0.7	3
12	ONParkinson â€" Innovative mHealth to Support the Triad: Patient, Carer and Health Professional. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 10-18.	0.3	3
13	Seriousâ€¦ly! Just Kidding in Personalised Therapy Through Natural Interactions with Games. Lecture Notes in Computer Science, 2018, , 726-745.	1.3	3
14	Phonological Disorders in Children? Design and user experience evaluation of a mobile serious game approach. Procedia Computer Science, 2017, 113, 416-421.	2.0	13
15	Web applications and web services support therapists in a multi-sensor platform for therapeutic gaming. , 2017, , .		1
16	Mobile Apps to improve ThErapy. , 2017, , .		1
17	In sync with fair play!. , 2015, , .		4
18	Adaptation to TV Delays Based on the User Behaviour towards a Cheating-Free Second Screen Entertainment. Lecture Notes in Computer Science, 2015, , 424-432.	1.3	1

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19	The Impact of Stuttering;. , 2015, , .		5
20	Mobile Integrated Assistance to Empower People Coping with Parkinson's Disease. , 2015, , .		7
21	iReport SportsPhysio Platform. International Journal of Healthcare Information Systems and Informatics, 2014, 9, 22-35.	0.9	0
22	Super-fon. , 2014, , .		6
23	Building a Platform for Pervasive Personalization in a Ubiquitous Computing World. , 2014, , .		3
24	PhysioMate - Pervasive physical rehabilitation based on NUI and gamification. , 2014, , .		21
25	Model-Based Solution for Personalization of the User Interaction in Ubiquitous Computing. , 2014, , .		5
26	Building on Mobile towards Better Stuttering Awareness to Improve Speech Therapy. , 2013, , .		9
27	FCT4U -- When Private Mobile Displays Meet Public Situated Displays to Enhance the User Experience. , 2013, , .		9
28	Personalization of an energy awareness pervasive game. , 2012, , .		2
29	Helping math learning. , 2012, , .		3
30	Personalization in pervasive spaces towards smart interactions design. , 2012, , .		1
31	Gaming for Therapy in a Healthcare Smart Ambient. Communications in Computer and Information Science, 2012, , 224-228.	0.5	2
32	Multi-usage of microwave Doppler radar in pervasive healthcare systems for elderly. , 2011, , .		17
33	Designing personalized therapeutic serious games for a pervasive assistive environment. , 2011, , .		20
34	LEY!. , 2011, , .		17
35	PortableLab: Implementation of a mobile remote laboratory for the Android platform. , 2011, , .		4
36	Pervasive sensing and computing for wheelchairs users health assessment. , 2011, , .		2

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37	Development of a mobile learning framework for an analog electronics course. , 2010, , .		7
38	Public displays and mobile devices in an augmented objects framework for Ubiquitous Learning. , 2010, , .		2
39	Microwave FMCW Doppler radar implementation for in-house pervasive health care system. , 2010, , .		40
40	Implementation of an electrical theory mobile learning course. , 2010, , .		1
41	A study and a proposal of a collaborative and competitive learning methodology. , 2010, , .		11
42	An Analog Electronics Mobile Course with a Competitive Learning Approach. International Journal of Interactive Mobile Technologies, 2010, 4, 37.	1.2	4
43	An Infrastructure for Real Objects Augmentation with Additional Personalized Information Services. Lecture Notes in Computer Science, 2010, , 282-296.	1.3	0
44	divingforPearls: A System with RFID Based on a Ubiquitous Infrastructure. , 2009, , .		1
45	UbiSmartWheel. , 2009, , .		14
46	A mobile and web-based student learning system. Procedia, Social and Behavioral Sciences, 2009, 1, 2441-2448.	0.5	14
47	Web-based support for rational use of energy awareness. , 2008, , .		1
48	Interaction between Shared Displays and Mobile Devices in an Augmented Objects Framework. , 2007, , .		4