

Jaime SÃ¡nchez

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/11741204/publications.pdf>

Version: 2024-02-01

24
papers

669
citations

759233

12
h-index

888059

17
g-index

26
all docs

26
docs citations

26
times ranked

495
citing authors

#	ARTICLE	IF	CITATIONS
1	Problem solving and collaboration using mobile serious games. Computers and Education, 2011, 57, 1943-1952.	8.3	168
2	Action video game play and transfer of navigation and spatial cognition skills in adolescents who are blind. Frontiers in Human Neuroscience, 2014, 8, 133.	2.0	46
3	Blind learners programming through audio. , 2005, , .		45
4	ICT & learning in Chilean schools: Lessons learned. Computers and Education, 2008, 51, 1621-1633.	8.3	44
5	Does the New Digital Generation of Learners Exist? A Qualitative Study. British Journal of Educational Technology, 2011, 42, 543-556.	6.3	41
6	Virtual Environment Interaction Through 3D Audio by Blind Children. Cyberpsychology, Behavior and Social Networking, 1999, 2, 101-111.	2.2	39
7	Education with ICT in South Korea and Chile. International Journal of Educational Development, 2011, 31, 126-148.	2.7	39
8	3D sound interactive environments for blind children problem solving skills. Behaviour and Information Technology, 2006, 25, 367-378.	4.0	33
9	Digital inclusion in Chile: Internet in rural schools. International Journal of Educational Development, 2009, 29, 573-582.	2.7	29
10	Metro navigation for the blind. Computers and Education, 2010, 55, 970-981.	8.3	27
11	Mobile Messenger for the Blind. , 2007, , 369-385.		21
12	Blind children navigation through gaming and associated brain plasticity. , 2009, , .		18
13	Guidelines for Designing Mobility and Orientation Software for Blind Children. Lecture Notes in Computer Science, 2007, , 375-388.	1.3	17
14	Three-Dimensional Virtual Environments for Blind Children. Cyberpsychology, Behavior and Social Networking, 2006, 9, 200-206.	2.2	16
15	Usability of a multimodal videogame to improve navigation skills for blind children. , 2009, , .		15
16	A model to design interactive learning environments for children with visual disabilities. Education and Information Technologies, 2007, 12, 149-163.	5.7	14
17	Mobile science learning for the blind. , 2008, , .		14
18	AudioMUD: A Multiuser Virtual Environment for Blind People. IEEE Transactions on Neural Systems and Rehabilitation Engineering, 2007, 15, 16-22.	4.9	11

#	ARTICLE	IF	CITATIONS
19	Virtual Mobile Science Learning for Blind People. <i>Cyberpsychology, Behavior and Social Networking</i> , 2008, 11, 356-359.	2.2	8
20	Memory enhancement through audio. <i>ACM SIGACCESS Accessibility and Computing</i> , 2003, , 24-31.	0.2	7
21	Digital inclusion in Chilean in rural schools. , 2010, , .		4
22	A Model to Design Multimedia Software for Learners with Visual Disabilities. , 2006, , 195-204.		2
23	Developing Virtual Environments for Learning and Enhancing Skills for the Blind: Incorporating User-Centered and Neuroscience Based Approaches. <i>Virtual Reality Technologies for Health and Clinical Applications</i> , 2019, , 361-385.	0.8	2
24	3D Virtual Environments for the Rehabilitation of the Blind. <i>Lecture Notes in Computer Science</i> , 2009, , 246-255.	1.3	2