

JosÃ© MarÃ­a Noguera

List of Publications by Year in descending order

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times ranked

463
citing authors

#	ARTICLE	IF	CITATIONS
1	A mobile 3D-GIS hybrid recommender system for tourism. Information Sciences, 2012, 215, 37-52.	4.0	185
2	Development and evaluation of a 3D mobile application for learning manual therapy in the physiotherapy laboratory. Computers and Education, 2013, 69, 96-108.	5.1	46
3	A Context-Aware Mobile Recommender System Based on Location and Trajectory. Advances in Intelligent Systems and Computing, 2012, , 153-162.	0.5	32
4	Navigating large terrains using commodity mobile devices. Computers and Geosciences, 2011, 37, 1218-1233.	2.0	26
5	Mobile Volume Rendering: Past, Present and Future. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 1164-1178.	2.9	24
6	A flooding algorithm for extracting drainage networks from unprocessed digital elevation models. Computers and Geosciences, 2013, 59, 116-123.	2.0	23
7	A comparison of native GPU computing versus OpenACC for implementing flow-routing algorithms in hydrological applications. Computers and Geosciences, 2016, 87, 91-100.	2.0	18
8	Flexible queries on relational databases using fuzzy logic and ontologies. Information Sciences, 2016, 366, 150-164.	4.0	16
9	A scalable architecture for 3D map navigation on mobile devices. Personal and Ubiquitous Computing, 2013, 17, 1487-1502.	1.9	8
10	Interaction and visualization of 3D virtual environments on mobile devices. Personal and Ubiquitous Computing, 2013, 17, 1485-1486.	1.9	5
11	Arqueología Virtual en Dispositivos Móviles. Un Caso Práctico: Patrimonio Defensivo Medieval.. Virtual Archaeology Review, 2012, 3, 109.	0.8	3
12	Optimized Generation of Stereoscopic CGI Films by 3D Image Warping. Computer Graphics Forum, 2014, 33, 145-156.	1.8	1
13	Dispositivos Móviles como Guías 3D para el Conocimiento del Patrimonio Arqueológico. Virtual Archaeology Review, 2012, 3, 24.	0.8	1