

Juana Isabel MÃ©ndez GarduÃ±o

List of Publications by Year in descending order

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16
papers

197
citations

1162367

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18
docs citations

18
times ranked

54
citing authors

#	ARTICLE	IF	CITATIONS
1	Using Deep Learning in Real-Time for Clothing Classification with Connected Thermostats. <i>Energies</i> , 2022, 15, 1811.	1.6	18
2	Empowering saving energy at home through serious games on thermostat interfaces. <i>Energy and Buildings</i> , 2022, 263, 112026.	3.1	15
3	Designing a Consumer Framework for Social Products Within a Gamified Smart Home Context. <i>Lecture Notes in Computer Science</i> , 2021, , 429-443.	1.0	5
4	Smart City Concept Based on Cyber-Physical Social Systems with Hierarchical Ethical Agents Approach. <i>Lecture Notes in Computer Science</i> , 2021, , 424-437.	1.0	3
5	A Smooth and Accepted Transition to the Future of Cities Based on the Standard ISO 37120, Artificial Intelligence, and Gamification Constructors. , 2021, , .		7
6	Smart Cities Using Social Cyber-Physical Systems Driven by Education. , 2021, , .		2
7	Energy Management System Based on a Gamified Application for Households. <i>Energies</i> , 2021, 14, 3445.	1.6	18
8	Human-Machine Interfaces for Socially Connected Devices: From Smart Households to Smart Cities. , 2021, , 253-289.		9
9	Smart Homes as Enablers for Depression Pre-Diagnosis Using PHQ-9 on HMI through Fuzzy Logic Decision System. <i>Sensors</i> , 2021, 21, 7864.	2.1	11
10	A Gamified HMI as a Response for Implementing a Smart-Sustainable University Campus. <i>IFIP Advances in Information and Communication Technology</i> , 2021, , 683-691.	0.5	8
11	Tailored gamification and serious game framework based on fuzzy logic for saving energy in connected thermostats. <i>Journal of Cleaner Production</i> , 2020, 262, 121167.	4.6	41
12	Empower saving energy into smart homes using a gamification structure by social products. , 2020, , .		12
13	Multi-sensor System, Gamification, and Artificial Intelligence for Benefit Elderly People. <i>Studies in Systems, Decision and Control</i> , 2020, , 207-235.	0.8	19
14	S4 Product Design Framework: A Gamification Strategy Based on Type 1 and 2 Fuzzy Logic. <i>Lecture Notes in Computer Science</i> , 2020, , 509-524.	1.0	9
15	Framework for promoting social interaction and physical activity in elderly people using gamification and fuzzy logic strategy. , 2019, , .		8
16	A Model Using Artificial Neural Networks and Fuzzy Logic for Knowing the Consumer on Smart Thermostats as a S3 Product. <i>Lecture Notes in Computer Science</i> , 2019, , 430-439.	1.0	6