

Pedro Miguel Moreira

List of Publications by Year in Descending Order

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

16 papers	113 citations	5 h-index	10 g-index
24 ext. papers	173 ext. citations	1.7 avg, IF	2.4 L-index

#	Paper	IF	Citations
16	Wearables and Internet of Things (IoT) Technologies for Fitness Assessment: A Systematic Review. <i>Sensors</i> , 2021 , 21,	3.8	3
15	Deployment of a Smart and Predictive Maintenance System in an Industrial Case Study 2020 ,		3
14	Development of Ergonomic User Interfaces for the Human Integration in Cyber-Physical Systems 2019 ,		1
13	GRIDDS - A Gait Recognition Image and Depth Dataset. <i>Lecture Notes in Computational Vision and Biomechanics</i> , 2019 , 343-352	0.3	2
12	Benchmark RGB-D Gait Datasets: A Systematic Review. <i>Lecture Notes in Computational Vision and Biomechanics</i> , 2019 , 366-372	0.3	3
11	Proposal of an Extended Taxonomy of Serious Games for Health Rehabilitation. <i>Games for Health Journal</i> , 2018 , 7, 302-309	4.2	2
10	A Serious Games Framework for Health Rehabilitation. <i>Advances in Healthcare Information Systems and Administration Book Series</i> , 2018 , 391-424	0.3	
9	Maintenance 4.0: Intelligent and Predictive Maintenance System Architecture 2018 ,		47
8	A Serious Games Platform for Cognitive Rehabilitation with Preliminary Evaluation. <i>Journal of Medical Systems</i> , 2017 , 41, 10	5.1	8
7	New forms of interaction in serious games for cognitive rehabilitation: Implementation and usability study 2016 ,		3
6	A Web Platform of Serious Games for Cognitive Rehabilitation: Architecture and Usability Study. <i>Advances in Intelligent Systems and Computing</i> , 2016 , 1085-1095	0.4	5
5	Serious games for cognitive rehabilitation: Forms of interaction and social dimension 2015 ,		5
4	A Serious Games Framework for Health Rehabilitation 2015 , 404-424		1
3	A Serious Games Framework for Health Rehabilitation. <i>International Journal of Healthcare Information Systems and Informatics</i> , 2014 , 9, 1-21	1.1	9
2	Architecture for Serious Games in Health Rehabilitation. <i>Advances in Intelligent Systems and Computing</i> , 2014 , 307-317	0.4	8
1	New Forms of Interaction in Serious Games for Rehabilitation 2012 , 1188-1211		10