

Ribeiro, Sofia

List of Publications by Year in descending order

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9
papers

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2682572

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citing authors

#	ARTICLE	IF	CITATIONS
1	Promoting student engagement in the design of digital games : The creation of games using a Toolkit to Game Design. , 2020, , .		15
2	Developing a Toolkit to Game Design. , 2020, , .		6
3	Design and Initial Evaluation of an Online Portal-Repository: The Case of Gamers4Nature Project. Springer Series in Design and Innovation, 2021, , 137-147.	0.3	2
4	Supporting the Construction of Mobile Games Interfaces: The Gamers4Nature Mobile Game Guidelines Cards Set. Springer Series in Design and Innovation, 2022, , 209-222.	0.3	2
5	Footour: Designing and Developing a Location-Based Game for Senior Tourism in the miOne Community. Lecture Notes in Computer Science, 2020, , 673-687.	1.3	1
6	Aiding the Digital Creation of Physical Resources: Card Sets for The Gamers4Nature Toolkit to Game Design. Lecture Notes in Networks and Systems, 2022, , 541-552.	0.7	0
7	COMPUTATIONAL THINKING IN UPPER-SECONDARY EDUCATION: A SYSTEMATIC LITERATURE REVIEW. INTED Proceedings, 2022, , .	0.0	0
8	AUGMENTED REALITY AS AN ASSET TO 3D GEOMETRY: A DIGITAL RESOURCE FOR TEACHERS. INTED Proceedings, 2022, , .	0.0	0
9	FOSTERING THE DEVELOPMENT OF TEACHERS'™ DIGITAL LITERACY WHILST PROMOTING NEW PEDAGOGICAL STRATEGIES: CREATING TANGIBLE EDUCATIONAL RESOURCES. EDULEARN Proceedings, 2022, , .	0.0	0