Ribeiro, Sofia

List of Publications by Year
in descending order

9 papers	27 citations

2682572
2 h-index

2550090
3 g-index

12 all docs	12 docs citations	12 times ranked	15 citing authors

#	Article	IF	Citations
1	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
2	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
3	COMPUTATIONAL THINKING IN UPPER-SECONDARY EDUCATION: A SYSTEMATIC LITERATURE REVIEW. INTED Proceedings, 2022, , .	0.0	0
4	AUGMENTED REALITY AS AN ASSET TO 3D GEOMETRY: A DIGITAL RESOURCE FOR TEACHERS. INTED Proceedings, 2022, , .	0.0	0
5	FOSTERING THE DEVELOPMENT OF TEACHERSâ€™ DIGITAL LITERACY WHILST PROMOTING NEW PEDAGOGICAL STRATEGIES: CREATING TANGIBLE EDUCATIONAL RESOURCES. EDULEARN Proceedings, 2022, , .	0.0	0
6	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
7	Promoting student engagement in the design of digital games : The creation of games using a Toolkit to Game Design. , 2020, , .		15
8	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
9	Developing a Toolkit to Game Design. , 2020, , .		6