

Ramiro Gonalves

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1772350/publications.pdf>

Version: 2024-02-01

78
papers

1,191
citations

567281

15
h-index

434195

31
g-index

83
all docs

83
docs citations

83
times ranked

928
citing authors

#	ARTICLE	IF	CITATIONS
1	How smartphone advertising influences consumers' purchase intention. <i>Journal of Business Research</i> , 2019, 94, 378-387.	10.2	264
2	A multisensory virtual experience model for thematic tourism: A Port wine tourism application proposal. <i>Journal of Destination Marketing & Management</i> , 2017, 6, 103-109.	5.3	119
3	The social impact of technology on millennials and consequences for higher education and leadership. <i>Telematics and Informatics</i> , 2018, 35, 954-963.	5.8	92
4	Assessing the success behind the use of education management information systems in higher education. <i>Telematics and Informatics</i> , 2019, 38, 182-193.	5.8	88
5	Evaluation of e-commerce websites accessibility and usability: an e-commerce platform analysis with the inclusion of blind users. <i>Universal Access in the Information Society</i> , 2018, 17, 567-583.	3.0	46
6	Efficient Measurement of the User Experience. A Portuguese Version. <i>Procedia Computer Science</i> , 2014, 27, 491-498.	2.0	43
7	Enterprise Web Accessibility Levels Amongst the Forbes 250: Where Art Thou O Virtuous Leader?. <i>Journal of Business Ethics</i> , 2013, 113, 363-375.	6.0	40
8	Using POI functionality and accessibility levels for delivering personalized tourism recommendations. <i>Computers, Environment and Urban Systems</i> , 2019, 77, 101173.	7.1	38
9	Understanding the determinants of social network sites adoption at firm level: A mixed methodology approach. <i>Electronic Commerce Research and Applications</i> , 2016, 18, 10-26.	5.0	37
10	Examining social capital and individual motivators to explain the adoption of online citizen participation. <i>Future Generation Computer Systems</i> , 2019, 92, 302-311.	7.5	35
11	A full scope web accessibility evaluation procedure proposal based on Iberian eHealth accessibility compliance. <i>Computers in Human Behavior</i> , 2017, 73, 676-684.	8.5	32
12	Accessibility levels of Portuguese enterprise websites: equal opportunities for all?. <i>Behaviour and Information Technology</i> , 2012, 31, 659-677.	4.0	26
13	A global perspective on an emotional learning model proposal. <i>Telematics and Informatics</i> , 2017, 34, 824-837.	5.8	26
14	A Review on the Portuguese Enterprises Web Accessibility Levels – A Website Accessibility High Level Improvement Proposal. <i>Procedia Computer Science</i> , 2014, 27, 176-185.	2.0	24
15	A flow-based intrusion detection framework for internet of things networks. <i>Cluster Computing</i> , 2023, 26, 37-57.	5.0	17
16	Social networks sites adoption at firm level: A literature review. , 2014, , .		16
17	Web accessibility challenges and perspectives: A systematic literature review. , 2016, , .		16
18	Decision Support System for the Agri-food Sector – The Sousacamp Group Case. <i>Advances in Intelligent Systems and Computing</i> , 2015, , 553-563.	0.6	15

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19	CRUDi framework proposal: financial industry application. Behaviour and Information Technology, 2014, 33, 1093-1110.	4.0	14
20	Main factors in the adoption of digital marketing in startups an online focus group analysis. , 2018, , .		13
21	Accessibility of mobile applications for tourism“is equal access a reality?. Universal Access in the Information Society, 2021, 20, 555-571.	3.0	13
22	Contact center: information systems design. Journal of Intelligent Manufacturing, 2012, 23, 497-515.	7.3	12
23	Adaption of user experience questionnaires for different user groups. Universal Access in the Information Society, 2017, 16, 629-640.	3.0	12
24	Accessible software development: a conceptual model proposal. Universal Access in the Information Society, 2019, 18, 703-716.	3.0	12
25	Conceptual Approach for an Extension to a Mushroom Farm Distributed Process Control System: IoT and Blockchain. Advances in Intelligent Systems and Computing, 2019, , 738-747.	0.6	12
26	A new concept of 3D DCS interface application for industrial production console operators. Universal Access in the Information Society, 2015, 14, 399-413.	3.0	10
27	Promoting e-Commerce Software Platforms Adoption as a Means to Overcome Domestic Crises: The Cases of Portugal and Spain Approached from a Focus-Group Perspective. Advances in Intelligent Systems and Computing, 2016, , 259-269.	0.6	9
28	How Ill Is Online Health Care? An Overview on the Iberia Peninsula Health Care Institutions Websites Accessibility Levels. Advances in Intelligent Systems and Computing, 2016, , 391-400.	0.6	7
29	Higher Education Students Perspective on Education Management Information Systems. International Journal of Technology and Human Interaction, 2019, 15, 1-10.	0.4	7
30	Qualitative analysis of virtual reality adoption by tourism operators in low-density regions. IET Software, 2020, 14, 684-692.	2.1	7
31	Smart Coach“ A Recommendation System for Young Football Athletes. Advances in Intelligent Systems and Computing, 2020, , 171-178.	0.6	6
32	BlockU: Extended usage control in and for Blockchain. Expert Systems, 2020, 37, e12507.	4.5	6
33	A multidimensional information system architecture proposal for management support in Portuguese Higher Education: The university of Tras-os-Montes and Alto Douro case study. , 2016, , .		5
34	A Conceptual Research Model Proposal of Digital Marketing Adoption and Impact on Low Density Tourism Regions. Advances in Intelligent Systems and Computing, 2018, , 528-537.	0.6	5
35	Web Accessibility and Digital Businesses: The Potential Economic Value of Portuguese People with Disability. Procedia Computer Science, 2012, 14, 56-64.	2.0	4
36	Benefits of EN 301 549 for each group of People with Special Needs. , 2018, , .		4

#	ARTICLE	IF	CITATIONS
37	Accessibility in Mobile Applications of Portuguese Public Administration. Lecture Notes in Computer Science, 2019, , 243-256.	1.3	4
38	A proposal for a 360° information system model for private health care organizations. Expert Systems, 2020, 37, e12420.	4.5	4
39	An integrated information systems architecture for the agri-food industry. Expert Systems, 2021, 38, e12599.	4.5	4
40	Usability evaluation of an entertainment platform by people with intellectual disabilities. , 2016, , .		3
41	Trusted Data™s Marketplace. Advances in Intelligent Systems and Computing, 2019, , 515-527.	0.6	3
42	Social Media Usage Among Wine Tourism DMOs. Smart Innovation, Systems and Technologies, 2020, , 78-87.	0.6	3
43	Transforming e-Procurement Platforms for PEPPOL and WCAG 2.0 Compliance. Lecture Notes in Electrical Engineering, 2015, , 973-980.	0.4	3
44	Reaching Consensus on the Adoption of Discount and Outlet E-Commerce Platforms Through a Delphi Study. Advances in Intelligent Systems and Computing, 2017, , 253-263.	0.6	2
45	Making Software Accessible, but not Assistive: A Proposal for a First Insight for Students. Advances in Intelligent Systems and Computing, 2017, , 149-156.	0.6	2
46	Bidirectional e-commerce platform for tourism in low-density regions: The Douro Valley case study. , 2018, , .		2
47	An Ontology for Fire Building Evacuation. Lecture Notes in Networks and Systems, 2022, , 975-985.	0.7	2
48	Multi-Agent-Based Recommender Systems: A Literature Review. Lecture Notes in Networks and Systems, 2022, , 543-555.	0.7	2
49	Digitally Monitoring Thermalism Health and Wellness Effects - A Conceptual Model Proposal. Advances in Intelligent Systems and Computing, 2021, , 411-421.	0.6	2
50	Smartphone Recommendation System to Prevent Potential Injuries in Young Athletes. IFMBE Proceedings, 2020, , 1411-1415.	0.3	2
51	Accessibility in Software Engineering: Pursuing the Mainstream from a Classroom. Lecture Notes in Computer Science, 2018, , 505-517.	1.3	2
52	CRUDi framework application — Insurance company case study. , 2014, , .		1
53	A multiperspective web accessibility adoption model. , 2016, , .		1
54	An Initial Proposal for a Web 2.0 Information System that Supports a 360° Customer Loyalty Assurance Process in Private Healthcare Organizations. Advances in Intelligent Systems and Computing, 2017, , 264-273.	0.6	1

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55	Accessibility in the software life cycle a maieutic exercise in software engineering. , 2017, , .		1
56	Information Management Through a Multidimensional Information Systems Architecture. International Journal of Technology and Human Interaction, 2017, 13, 1-18.	0.4	1
57	Technology usage as a way to increase safety and security in different geographies: Testimonials on the use of technology in Rio de Janeiro, Brazil. , 2018, , .		1
58	Mobile Applications and Their Use in Language Learning. Advances in Intelligent Systems and Computing, 2019, , 452-462.	0.6	1
59	The Role of Technologies: Creating a New Labour Market. Advances in Intelligent Systems and Computing, 2019, , 176-184.	0.6	1
60	A Multi-Perspective Theoretical Analysis to Web Accessibility. Advances in Human and Social Aspects of Technology Book Series, 0, , 117-139.	0.3	1
61	Web Accessibility “ From the Evaluation and Analysis to the Implementation “ The anoGov/PEPPOL Case. Lecture Notes in Computer Science, 2013, , 664-673.	1.3	1
62	Creativity as a Key Ingredient of Information Systems. Advances in Intelligent Systems and Computing, 2016, , 283-291.	0.6	1
63	Strategies for minimizing the influence of the use of BYOD and Cloud in organizations: 4CM model. , 2016, , .		1
64	What Is the Effect of New Technologies on People with Ages Between 45 and 75?. Advances in Intelligent Systems and Computing, 2019, , 402-414.	0.6	1
65	The Influence of Digital Marketing Tools Perceived Usefulness in a Rural Region Destination Image. Advances in Intelligent Systems and Computing, 2020, , 557-569.	0.6	1
66	Hybrid Recommendation System for Young Football Athletes Customized Training. Advances in Intelligent Systems and Computing, 2020, , 431-442.	0.6	1
67	Usability and Accessibility Evaluation of the ICT Accessibility Requirements Tool Prototype. Lecture Notes in Computer Science, 2022, , 59-78.	1.3	1
68	Expert Validation of the ICT Accessibility Requirements Tool Prototype. Lecture Notes in Computer Science, 2022, , 40-58.	1.3	1
69	Network Based Model For E-Learning 2.0. Procedia, Social and Behavioral Sciences, 2012, 47, 1242-1248.	0.5	0
70	Artificial life of companies: Simulation tool for business competitiveness. , 2017, , .		0
71	CRUDi Framework Application “ Bank Company Case Study. Advances in Intelligent Systems and Computing, 2018, , 1131-1140.	0.6	0
72	Determinants of the adoption of augmented reality by tour operators in disadvantaged economic regions. , 2018, , .		0

#	ARTICLE	IF	CITATIONS
73	A Multi-Perspective Theoretical Analysis to Web Accessibility. , 2021, , 70-92.		0
74	Network for All: A Proposal for an Accessible Social Media Aggregator Solution. Lecture Notes in Computer Science, 2013, , 655-663.	1.3	0
75	Towards a New Approach of Learning: Learn by Thinking Extending the Paradigm Through Cognitive Learning and Artificial Intelligence Methods to Improve Special Education Needs. Studies in Computational Intelligence, 2018, , 251-268.	0.9	0
76	Cultural differences still matter: Adapting products and positioning for international success. Journal on Advances in Theoretical and Applied Informatics, 2017, 3, 103.	0.2	0
77	Model Driven Automatic Code Generation: An Evolutionary Approach to Disruptive Innovation Benefits. Advances in Intelligent Systems and Computing, 2020, , 234-249.	0.6	0
78	Innovative Marketing Approaches as Triggers to Rural Tourism Sustainability: An In-Depth Analysis to Existing Literature. Communications in Computer and Information Science, 2021, , 653-663.	0.5	0