

# João Manuel Patrício

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1940113/publications.pdf>

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13  
papers

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citations

1937685

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1588992

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docs citations

13  
times ranked

66  
citing authors

#	ARTICLE	IF	CITATIONS
1	An Interactive Information System That Supports an Augmented Reality Game in the Context of Game-Based Learning. Multimodal Technologies and Interaction, 2021, 5, 82.	2.5	7
2	Design of a Mobile Augmented Reality Platform with Game-Based Learning Purposes. Information (Switzerland), 2020, 11, 127.	2.9	19
3	DESIGN OF A MOBILE AUGMENTED REALITY GAME IN THE FRAMEWORK OF PROBLEM-BASED LEARNING. , 2019, , .		3
4	Augmented reality technologies to promote STEM learning. , 2018, , .		12
5	SolarSystemGO “ An augmented reality based game with astronomical concepts. , 2018, , .		3
6	Framework for an Intelligent Operations center: Architecture of decision support information system. , 2016, , .		0
7	Emergency plans support systems: Integration of safety and security operational procedures. , 2016, , .		0
8	A projected “gradient interior” point algorithm for complementarity problems. Numerical Algorithms, 2011, 57, 457-485.	1.9	7
9	On the natural merit function for solving complementarity problems. Mathematical Programming, 2011, 130, 211-223.	2.4	5
10	Fortran subroutines for network flow optimization using an interior point algorithm. Pesquisa Operacional, 2008, 28, 243-261.	0.4	4
11	A Study of Preconditioners for Network Interior Point Methods. Computational Optimization and Applications, 2003, 24, 5-35.	1.6	16
12	An investigation of interior-point and block pivoting algorithms for large-scale symmetric monotone linear complementarity problems. Computational Optimization and Applications, 1996, 5, 49-77.	1.6	5
13	Truncated envelope preconditioning technique. Communications in Numerical Methods in Engineering, 1994, 10, 149-154.	1.3	4