Elena Navarro

List of Publications by Year
in descending order

95 papers	**1,001** citations	516215 **16** h-index	580395 **25** g-index
101 all docs	**101** docs citations	**101** times ranked	**833** citing authors

#	Article	IF	Citations
1	Exploiting variability in the design of genetic algorithms to generate telerehabilitation activities. Applied Soft Computing Journal, 2022, 117, 108441.	4.1	5
2	Multi-Agent Systems inÂSupport ofÂDigital Twins: A Survey. Lecture Notes in Computer Science, 2022, , 524-533.	1.0	6
3	Assessment of cognitive instrumental activities of daily living: a systematic review. Disability and Rehabilitation, 2021, 43, 1342-1358.	0.9	32
4	Acceptance and use of a multi-modal avatar-based tool for remediation of social cognition deficits. Journal of Ambient Intelligence and Humanized Computing, 2020, 11, 4513-4524.	3.3	18
5	Fuzzyâ€description logic for supporting the rehabilitation of the elderly. Expert Systems, 2020, 37, e12464.	2.9	6
6	Improving Motivation in Wrist Rehabilitation Therapies. Advances in Intelligent Systems and Computing, 2020, , 199-206.	0.5	0
7	Social cognition remediation interventions: A systematic mapping review. PLoS ONE, 2019, 14, e0218720.	1.1	44
8	The New Era of Business Intelligence Applications: Building from a Collaborative Point of View. Business and Information Systems Engineering, 2019, 61, 615-634.	4.0	8
9	Towards the Design of Avatar-Based Therapies for Enhancing Facial Affect Recognition. Advances in Intelligent Systems and Computing, 2019, , 306-313.	0.5	4
10	An Innovative Tool to Get Better at Expressing Facial Emotions. Advances in Intelligent Systems and Computing, 2019, , 290-297.	0.5	0
11	Assessing the impact of the awareness level on a co-operative game. Information and Software Technology, 2018, 98, 89-116.	3.0	6
12	An integrated approach for context-aware development. , 2018, , .		4
13	Past and future of software architectures for context-aware systems: A systematic mapping study. Journal of Systems and Software, 2018, 146, 310-355.	3.3	7
14	Special Issue on Socio-Cognitive and Affective Computing. Applied Sciences (Switzerland), 2018, 8, 1371.	1.3	3
15	Pharmacological interventions in social cognition deficits: A systematic mapping review. Psychiatry Research, 2018, 270, 57-67.	1.7	15
16	Adaptive, Multisensorial, Physiological and Social: The Next Generation of Telerehabilitation Systems. Frontiers in Neuroinformatics, 2018, 12, 43.	1.3	17
17	A comprehensive framework for modeling requirements of CSCW systems. Journal of Software: Evolution and Process, 2017, 29, e1858.	1.2	10
18	An Innovative Tool to Create Neurofeedback Games for ADHD Treatment. Lecture Notes in Computer Science, 2017, , 183-192.	1.0	5

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19	Human-Avatar Symbiosis in Cognitive Cybertherapies: Proof of Concept for Auditory Verbal Hallucinations. Lecture Notes in Computer Science, 2017, , 742-753.	1.0	6
20	Gerontechnologies â€" Current achievements and future trends. Expert Systems, 2017, 34, e12203.	2.9	7
21	Reconciling software architecture and source code in support of software evolution. Journal of Systems and Software, 2017, 123, 119-144.	3.3	6
22	A Multi-Agent System for Acquired Brain Injury rehabilitation in Ambient Intelligence environments. Neurocomputing, 2017, 231, 11-18.	3.5	20
23	Human-Avatar Symbiosis for the Treatment of Auditory Verbal Hallucinations in Schizophrenia through Virtual/Augmented Reality and Brain-Computer Interfaces. Frontiers in Neuroinformatics, 2017, 11, 64.	1.3	36
24	Exploiting Awareness for the Development of Collaborative Rehabilitation Systems. Mobile Information Systems, 2017, 2017, 1-15.	0.4	4
25	A Distributed Tool to Perform Dynamic Therapies for Social Cognitive Deficit Through Avatars. Lecture Notes in Computer Science, 2017, , 731-741.	1.0	3
26	A Bio-Inspired Model-Based Approach for Context-Aware Post-WIMP Tele-Rehabilitation. Sensors, 2016, 16, 1689.	2.1	5
27	Synergies of system-of-systems and microservices architectures. , 2016, , .		5
28	Towards an Awareness Interpretation for Physical and Cognitive Rehabilitation Systems. Lecture Notes in Computer Science, 2016, , 121-132.	1.0	3
29	Applying thematic analysis to define an awareness interpretation for collaborative computer games. Information and Software Technology, 2016, 74, 17-44.	3.0	29
30	An ACO-based personalized learning technique in support of people with acquired brain injury. Applied Soft Computing Journal, 2016, 47, 316-331.	4.1	6
31	Cognitively-Inspired Computing for Gerontechnology. Cognitive Computation, 2016, 8, 297-298.	3.6	3
32	A family of experiments to evaluate the understandability of TRiStar and i* for modeling teleo-reactive systems. Journal of Systems and Software, 2016, 114, 82-100.	3.3	11
33	An Interactive Fuzzy Inference System for Teletherapy of Older People. Cognitive Computation, 2016, 8, 318-335.	3.6	21
34	Towards an Architecture for a Scalable and Collaborative AmI Environment. Advances in Intelligent Systems and Computing, 2016, , 311-323.	0.5	0
35	W3C Task Meta-model Limitations in Post-WIMP Applications. , 2015, , .		0
36	Architecting for decision making about code evolution. , 2015, , .		1

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37	IDK and ICARO to develop multi-agent systems in support of Ambient Intelligence. Journal of Intelligent and Fuzzy Systems, 2015, 28, 3-15.	0.8	16
38	A Multi-Agent System in Ambient Intelligence for the Physical Rehabilitation of Older People. Advances in Intelligent Systems and Computing, 2015, , 113-123.	0.5	9
39	TRiStar. , 2015, , .		1
40	A controlled experiment to evaluate the understandability of KAOS and i* for modeling Teleo-Reactive systems. Journal of Systems and Software, 2015, 100, 1-14.	3.3	8
41	Multi-touch gestures for pre-kindergarten children. International Journal of Human Computer Studies, 2015, 73, 37-51.	3.7	99
42	Multisensory Treatment of the Hemispatial Neglect by Means of Virtual Reality and Haptic Techniques. Lecture Notes in Computer Science, 2015, , 469-478.	1.0	5
43	Contextualizing Tasks in Tele-Rehabilitation Systems for Older People. Lecture Notes in Computer Science, 2015, , 29-41.	1.0	1
44	An Alternative to W3C Task Model for Post-WIMP. Lecture Notes in Computer Science, 2015, , 297-308.	1.0	1
45	Improving Pre-Kindergarten Touch Performance. , 2014, , .		12
46	Modelâ€toâ€model and modelâ€toâ€text: looking for the automation of VigilAgent. Expert Systems, 2014, 31, 199-212.	2.9	8
47	A design pattern for representing Workspace Awareness. , 2014, , .		3
48	Engineering the development of systems for multisensory monitoring and activity interpretation. International Journal of Systems Science, 2014, 45, 728-740.	3.7	11
49	CSRML4BI: A Goal-Oriented Requirements Approach for Collaborative Business Intelligence. Lecture Notes in Computer Science, 2014, , 423-430.	1.0	2
50	APADYT: a multimedia application for SEN learners. Multimedia Tools and Applications, 2014, 71, 1771-1802.	2.6	10
51	A CSCW Requirements Engineering CASE Tool: Development and usability evaluation. Information and Software Technology, 2014, 56, 922-949.	3.0	27
52	Intelligent multisensory systems in support of information society. International Journal of Systems Science, 2014, 45, 711-713.	3.7	5
53	A Collaborative System for Designing Tele-Therapies. Lecture Notes in Computer Science, 2014, , 377-385.	1.0	4
54	Trends in Practical Applications of Agents and Multiagent Systems. Advances in Intelligent Systems and Computing, 2013, , .	0.5	1

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55	A meta-model for dataflow-based rules in smart environments: Evaluating user comprehension and performance. Science of Computer Programming, 2013, 78, 1930-1950.	1.5	10
56	Evolution styles: using architectural knowledge as an evolution driver. Journal of Software: Evolution and Process, 2013, 25, 957-980.	1.2	11
57	ANTIPATTERNS FOR ARCHITECTURAL KNOWLEDGE MANAGEMENT. International Journal of Information Technology and Decision Making, 2013, 12, 547-589.	2.3	5
58	Metamodels Infrastructure and Heuristics for Metamodel-Driven Multi-touch Interaction. Lecture Notes in Computer Science, 2013, , 210-227.	1.0	1
59	Analyzing the understandability of Requirements Engineering languages for CSCW systems: A family of experiments. Information and Software Technology, 2012, 54, 1215-1228.	3.0	34
60	Supporting ARINC 653-based Dynamic Reconfiguration. , 2012, , .		13
61	Model-driven engineering techniques for the development of multi-agent systems. Engineering Applications of Artificial Intelligence, 2012, 25, 159-173.	4.3	79
62	Development of a Code Generator for the ICARO Agent Framework. Lecture Notes in Computer Science, 2012, , 402-411.	1.0	0
63	HABITAT. , 2012, , .		3
64	Highlights on Practical Applications of Agents and Multi-Agent Systems. Advances in Intelligent and Soft Computing, 2012, , .	0.2	4
65	A Meta-model-Based Tool for Developing Monitoring and Activity Interpretation Systems. Advances in Intelligent and Soft Computing, 2012, , 113-120.	0.2	1
66	Computer-aided relearning activity patterns for people with acquired brain injury. Computers and Education, 2011, 57, 1149-1159.	5.1	28
67	Digital ants as the best cicerones for museum visitors. Applied Soft Computing Journal, 2011, 11, 111-119.	4.1	15
68	An empirical evaluation of requirement engineering techniques for collaborative systems. , 2011, , .		14
69	CSRML: A Goal-Oriented Approach to Model Requirements for Collaborative Systems. Lecture Notes in Computer Science, 2011, , 33-46.	1.0	22
70	Assesing the understandability of collaborative systems requirements notations: An empirical study. , 2011, , .		4
71	Evaluation of SPL Approaches for WebGIS Development: SIGTel, a Case Study. , 2011, , .		3
72	MORPHEUS: A Supporting Tool for MDD. , 2011, , 255-267.		1

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73	Agent-Based Development of Multisensory Monitoring Systems. Lecture Notes in Computer Science, 2011, , 451-460.	1.0	3
74	VigilAgent Methodology: Modeling Normal and Anomalous Situations. Advances in Intelligent and Soft Computing, 2011, , 27-35.	0.2	2
75	Using Model Transformation Techniques for the Superimposition of Architectural Styles. Lecture Notes in Computer Science, 2011, , 379-387.	1.0	0
76	An emotionally biased ant colony algorithm for pathfinding in games. Expert Systems With Applications, 2010, 37, 4921-4927.	4.4	20
77	Weaving a network of architectural knowledge. , 2009, , .		3
78	ATRIUM: Software Architecture Driven by Requirements. , 2009, , .		8
79	HABITAT: A Web Supported Treatment for Acquired Brain Injured. , 2008, , .		5
80	Automating the Trace of Architectural Design Decisions and Rationales Using a MDD Approach. Lecture Notes in Computer Science, 2008, , 114-130.	1.0	8
81	Testing Time Goal-Driven Requirements with Model Checking Techniques. , 2007, , .		1
82	Requirements and Scenarios: Running Aspect-Oriented Software Architectures. , 2007, , .		6
83	Configurable Satisfiability Propagation for Goal Models Using Dynamic Compilation Techniques. , 2007, , 167-179.		4
84	Supporting the Automatic Generation of Proto-Architectures. Lecture Notes in Computer Science, 2007, , 325-329.	1.0	2
85	A modelling proposal for aspect-oriented software architectures. , 2006, , .		8
86	A goal-oriented approach for safety requirements specification. , 2006, , .		2
87	A Metamodeling Approach for Requirements Specification. Journal of Computer Information Systems, 2006, 46, 67-77.	2.0	20
88	Graphical modelling for aspect oriented SA. , 2006, , .		1
89	Integrating expressiveness of modern requirements modeling approaches. , 2005, , .		0
90	Customizing Traceability in a Software Development Process. , 2005, , 137-148.		5

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91	A Web-Based Coordination Infrastructure for Grid Collective Services. Lecture Notes in Computer Science, 2004, , 449-457.	1.0	0
92	An Infrastructure to Build Secure Shared Grid Spaces. Lecture Notes in Computer Science, 2004, , 170-182.	1.0	0
93	PRISMA: towards quality, aspect oriented and dynamic software architectures. , 2003, , .		47
94	Software requirements for architectured systems. , 0, , .		6
95	UrbanRehab: a virtual urban scenario design tool for rehabilitating instrumental activities of daily living. Journal of Ambient Intelligence and Humanized Computing, 0, , 1.	3.3	5