

# Francisco JosÃ© GarcÃ­a-PeÃ­alvo

## List of Publications by Year in descending order

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Version: 2024-02-01

615  
papers

9,420  
citations

61857

43  
h-index

98622

67  
g-index

646  
all docs

646  
docs citations

646  
times ranked

5294  
citing authors

#	ARTICLE	IF	CITATIONS
1	Learning with mobile technologies â€œ Studentsâ€™ behavior. Computers in Human Behavior, 2017, 72, 612-620.	5.1	227
2	MLearning and pre-service teachers: An assessment of the behavioral intention using an expanded TAM model. Computers in Human Behavior, 2017, 72, 644-654.	5.1	171
3	Virtual Reality as an Educational and Training Tool for Medicine. Journal of Medical Systems, 2018, 42, 50.	2.2	168
4	Supporting user-oriented analysis for multi-view domain-specific visual languages. Information and Software Technology, 2009, 51, 769-784.	3.0	167
5	La evaluaci3n online en la educaci3n superior en tiempos de la COVID-19. Education in the Knowledge Society, 0, 21, 26.	2.0	161
6	Informal tools in formal contexts: Development of a model to assess the acceptance of mobile technologies among teachers. Computers in Human Behavior, 2016, 55, 519-528.	5.1	139
7	Using Learning Analytics to improve teamwork assessment. Computers in Human Behavior, 2015, 47, 149-156.	5.1	136
8	Exploring the computational thinking effects in pre-university education. Computers in Human Behavior, 2018, 80, 407-411.	5.1	133
9	Una revisi3n actualizada del concepto de eLearning. D3cimo Aniversario. Education in the Knowledge Society, 2015, 16, 119-144.	2.0	126
10	An adaptive hybrid MOOC model: Disrupting the MOOC concept in higher education. Telematics and Informatics, 2018, 35, 1018-1030.	3.5	119
11	Informal learning in work environments: training with the Social Web in the workplace. Behaviour and Information Technology, 2012, 31, 753-755.	2.5	115
12	Open knowledge: challenges and facts. Online Information Review, 2010, 34, 520-539.	2.2	112
13	Formaci3n en la sociedad del conocimiento, un programa de doctorado con una perspectiva interdisciplinar. Education in the Knowledge Society, 2014, 15, 4-9.	2.0	112
14	From massive access to cooperation: lessons learned and proven results of a hybrid xMOOC/cMOOC pedagogical approach to MOOCs. International Journal of Educational Technology in Higher Education, 2016, 13, .	4.5	101
15	La evaluaci3n online en la educaci3n superior en tiempos de la COVID-19. Education in the Knowledge Society, 2020, 21, 26.	2.0	97
16	Cultural values and technology adoption: A model comparison with university teachers from China and Spain. Computers and Education, 2019, 133, 69-81.	5.1	92
17	Augmented reality and pedestrian navigation through its implementation in m-learning and e-learning: Evaluation of an educational program in Chile. Computers and Education, 2017, 111, 1-17.	5.1	91
18	Education in knowledge society. , 2013, , .		89

#	ARTICLE	IF	CITATIONS
19	Future Trends in the Design Strategies and Technological Affordances of E-Learning. , 2016, , 1-23.		87
20	Competence gaps in software personnel: A multi-organizational study. Computers in Human Behavior, 2013, 29, 456-461.	5.1	81
21	Effects of Mobile Learning in Medical Education: A Counterfactual Evaluation. Journal of Medical Systems, 2016, 40, 136.	2.2	80
22	Recommendations for Mandatory Online Assessment in Higher Education During the COVID-19 Pandemic. Lecture Notes in Educational Technology, 2021, , 85-98.	0.5	80
23	An Empirical Assessment of a Technology Acceptance Model for Apps in Medical Education. Journal of Medical Systems, 2015, 39, 176.	2.2	79
24	Informal learning recognition through a cloud ecosystem. Future Generation Computer Systems, 2014, 32, 282-294.	4.9	78
25	Project managers in global software development teams: a study of the effects on productivity and performance. Software Quality Journal, 2014, 22, 3-19.	1.4	76
26	Tap into visual analysis of customization of grouping of activities in eLearning. Computers in Human Behavior, 2015, 47, 60-67.	5.1	76
27	Digital competence of early childhood education teachers: attitude, knowledge and use of ICT. European Journal of Teacher Education, 2020, 43, 210-223.	2.2	73
28	Break the walls! Second-Order barriers and the acceptance of mLearning by first-year pre-service teachers. Computers in Human Behavior, 2019, 95, 158-167.	5.1	72
29	Avoiding the Dark Side of Digital Transformation in Teaching. An Institutional Reference Framework for eLearning in Higher Education. Sustainability, 2021, 13, 2023.	1.6	71
30	Towards a social and context-aware mobile recommendation system for tourism. Pervasive and Mobile Computing, 2017, 38, 505-515.	2.1	68
31	An evolving Learning Management System for new educational environments using 2.0 tools. Interactive Learning Environments, 2014, 22, 188-204.	4.4	67
32	Teachers' attitude regarding the use of ICT. A factor reliability and validity study. Computers in Human Behavior, 2014, 31, 509-516.	5.1	63
33	Fostering STEAM through challenge-based learning, robotics, and physical devices: A systematic mapping literature review. Computer Applications in Engineering Education, 2021, 29, 46-65.	2.2	61
34	Knowledge Spirals in Higher Education Teaching Innovation. International Journal of Knowledge Management, 2014, 10, 16-37.	0.7	60
35	Discovering usage behaviors and engagement in an Educational Virtual World. Computers in Human Behavior, 2015, 47, 18-25.	5.1	60
36	Transformación digital en las universidades: Implicaciones de la pandemia de la COVID-19. Education in the Knowledge Society, 0, 22, e25465.	2.0	59

#	ARTICLE	IF	CITATIONS
37	Improving the information society skills: Is knowledge accessible for all?. Universal Access in the Information Society, 2018, 17, 229-245.	2.1	57
38	Perceived openness of Learning Management Systems by students and teachers in education and technology courses. Computers in Human Behavior, 2014, 31, 517-526.	5.1	56
39	Students' perceptions and attitudes towards asynchronous technological tools in blended-learning training to improve grammatical competence in English as a second language. Computers in Human Behavior, 2017, 72, 632-643.	5.1	56
40	May I teach you? Students' behavior when lectured by robotic vs. human teachers. Computers in Human Behavior, 2018, 80, 460-469.	5.1	56
41	Guidelines for performing Systematic Research Projects Reviews. International Journal of Interactive Multimedia and Artificial Intelligence, 2020, 6, 9.	1.0	55
42	A brief introduction to TACCLE 3 "coding European project. , 2016, , .		54
43	A methodology proposal for developing adaptive cMOOC. , 2013, , .		51
44	Engaging women into STEM in Latin America. , 2019, , .		51
45	Validation of the learning ecosystem metamodel using transformation rules. Future Generation Computer Systems, 2019, 91, 300-310.	4.9	49
46	Nextmed: Automatic Imaging Segmentation, 3D Reconstruction, and 3D Model Visualization Platform Using Augmented and Virtual Reality. Sensors, 2020, 20, 2962.	2.1	49
47	Exploring the unknown: The effect of resistance to change and attachment on mobile adoption among secondary pre-service teachers. British Journal of Educational Technology, 2019, 50, 2433-2449.	3.9	48
48	Architectural pattern to improve the definition and implementation of eLearning ecosystems. Science of Computer Programming, 2016, 129, 20-34.	1.5	47
49	Clickstream for learning analytics to assess students' behavior with Scratch. Future Generation Computer Systems, 2019, 93, 673-686.	4.9	47
50	Engineering Contributions to a Multicultural Perspective of the Knowledge Society. Revista Iberoamericana De Tecnologías Del Aprendizaje, 2015, 10, 17-18.	0.7	46
51	Towards eLearning 2.0 University. Interactive Learning Environments, 2010, 18, 199-201.	4.4	45
52	Experimental evaluation of the impact of b-learning methodologies on engineering students in Spain. Computers in Human Behavior, 2013, 29, 370-377.	5.1	45
53	Information Dashboards and Tailoring Capabilities - A Systematic Literature Review. IEEE Access, 2019, 7, 109673-109688.	2.6	45
54	An association rule mining method for estimating the impact of project management policies on software quality, development time and effort. Expert Systems With Applications, 2008, 34, 522-529.	4.4	44

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55	Analyzing Human Resource Management Practices Within the GSD Context. Journal of Global Information Technology Management, 2012, 15, 30-54.	0.5	43
56	Definition of a technological ecosystem for scientific knowledge management in a PhD programme. , 2015, , .		43
57	Desarrollo de estados de la cuestión robustos: Revisiones Sistemáticas de Literatura. Education in the Knowledge Society, 0, 23, e28600.	2.0	43
58	Towards an ontology modeling tool. A validation in software engineering scenarios. Expert Systems With Applications, 2012, 39, 11468-11478.	4.4	41
59	A survey of resources for introducing coding into schools. , 2016, , .		41
60	Análisis visual en <i>e-learning</i>. Profesional De La Informacion, 2014, 23, 236-245.	2.7	41
61	Recent Advances in Learning and Control. Lecture Notes in Control and Information Sciences, 2008, , .	0.6	40
62	The evolution of the technological ecosystems. , 2013, , .		40
63	Engagement in the course of programming in higher education through the use of gamification. Universal Access in the Information Society, 2019, 18, 583-597.	2.1	40
64	Epistemological and ontological spirals. Data Technologies and Applications, 2015, 49, 266-288.	0.8	38
65	European Proposals to Work in the Gender Gap in STEM: A Systematic Analysis. Revista Iberoamericana De Tecnologías Del Aprendizaje, 2020, 15, 215-224.	0.7	34
66	E-Mentoring in Higher Education: A Structured Literature Review and Implications for Future Research. Sustainability, 2020, 12, 4344.	1.6	34
67	Presentación. La integración efectiva del dispositivo móvil en la educación y en el aprendizaje. RIED: Revista Iberoamericana De Educación A Distancia, 2017, 20, 29.	0.8	33
68	Information retrieval methodology for aiding scientific database search. Soft Computing, 2020, 24, 5551-5560.	2.1	33
69	Mapa de tendencias en Innovación Educativa. Education in the Knowledge Society, 2015, 16, 6-23.	2.0	33
70	Understanding mobile learning: devices, pedagogical implications and research lines. Education in the Knowledge Society, 2014, 15, 20-42.	2.0	33
71	Gender equality in STEM programs: a proposal to analyse the situation of a university about the gender gap. , 2020, , .		32
72	Interoperability for LMS: the missing piece to become the common place for e-learning innovation. International Journal of Knowledge and Learning, 2010, 6, 130.	0.1	31

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73	Interactive and collaborative technological ecosystems for improving academic motivation and engagement. <i>Universal Access in the Information Society</i> , 2019, 18, 423-430.	2.1	31
74	Effects of a Gamified Educational Program in the Nutrition of Children with Obesity. <i>Journal of Medical Systems</i> , 2019, 43, 198.	2.2	31
75	Learning technology specifications: semantic objects for adaptive learning environments. <i>International Journal of Learning Technology</i> , 2005, 1, 458.	0.2	30
76	Implementation and design of a service-based framework to integrate personal and institutional learning environments. <i>Science of Computer Programming</i> , 2014, 88, 41-53.	1.5	30
77	Ontological Flip Teaching: a Flip Teaching model based on knowledge management. <i>Universal Access in the Information Society</i> , 2018, 17, 475-489.	2.1	30
78	La enseñanza de la informática, la programación y el pensamiento computacional en los estudios preuniversitarios. <i>Education in the Knowledge Society</i> , 2017, 18, 7-17.	2.0	30
79	Supporting, evaluating and validating informal learning. A social approach. <i>Computers in Human Behavior</i> , 2016, 55, 596-603.	5.1	29
80	Teamwork assessment in the educational web of data: A learning analytics approach towards ISO 10018. <i>Telematics and Informatics</i> , 2018, 35, 551-563.	3.5	29
81	Technological Ecosystems in Care and Assistance: A Systematic Literature Review. <i>Sensors</i> , 2019, 19, 708.	2.1	29
82	Impact of the COVID-19 on Higher Education. <i>Advances in Human and Social Aspects of Technology Book Series</i> , 2021, , 1-18.	0.3	29
83	Learning services-based technological ecosystems. , 2015, , .		28
84	Building, coding and programming 3D models via a visual programming environment. <i>Quality and Quantity</i> , 2018, 52, 2455-2468.	2.0	28
85	Educational hypermedia resources facilitator. <i>Computers and Education</i> , 2005, 44, 301-325.	5.1	27
86	A Survey on Ontology Metrics. <i>Communications in Computer and Information Science</i> , 2010, , 22-27.	0.4	27
87	Human-computer interaction in evolutionary visual software analytics. <i>Computers in Human Behavior</i> , 2013, 29, 486-495.	5.1	27
88	VISIR's usage as an educational resource. , 2016, , .		27
89	Using informal learning for business decision making and knowledge management. <i>Journal of Business Research</i> , 2014, 67, 686-691.	5.8	26
90	Applications of Virtual and Augmented Reality in Biomedical Imaging. <i>Journal of Medical Systems</i> , 2019, 43, 102.	2.2	25

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91	Technological Ecosystems in the Health Sector: a Mapping Study of European Research Projects. Journal of Medical Systems, 2019, 43, 100.	2.2	25
92	Classification Based Machine Learning for Detection of DDoS attack in Cloud Computing. , 2021, , .		25
93	Computational thinking in pre-university education. , 2016, , .		24
94	Learning Communities in Social Networks and Their Relationship With the MOOCs. Revista Iberoamericana De Tecnologías Del Aprendizaje, 2017, 12, 24-36.	0.7	24
95	RoboSTEAM - A Challenge Based Learning Approach for integrating STEAM and develop Computational Thinking. , 2019, , .		24
96	Predicting Student Failure in an Introductory Programming Course with Multiple Back-Propagation. , 2019, , .		24
97	Protected Users: A Moodle Plugin To Improve Confidentiality and Privacy Support through User Aliases. Sustainability, 2020, 12, 2548.	1.6	24
98	Mobile Apps for Older Users “ The Development of a Mobile Apps Repository for Older People. Lecture Notes in Computer Science, 2014, , 117-126.	1.0	24
99	Acciones, políticas y estrategias para el balance de género en el ámbito STEM: Resultados de una dinámica World Café. Education in the Knowledge Society, 0, 20, 15.	2.0	24
100	Building knowledge discovery-driven models for decision support in project management. Decision Support Systems, 2004, 38, 305-317.	3.5	23
101	The impact of a mobile personal learning environment in different educational contexts. Universal Access in the Information Society, 2015, 14, 375-387.	2.1	23
102	Cooperative Micro Flip Teaching. Lecture Notes in Computer Science, 2016, , 14-24.	1.0	23
103	Proposing a Machine Learning Approach to Analyze and Predict Employment and its Factors. International Journal of Interactive Multimedia and Artificial Intelligence, 2018, 5, 39.	1.0	23
104	Personal Learning Environments and Online Classrooms: An Experience With University Students. Revista Iberoamericana De Tecnologías Del Aprendizaje, 2015, 10, 26-32.	0.7	21
105	Measuring Students’ Acceptance to AI-Driven Assessment in eLearning: Proposing a First TAM-Based Research Model. Lecture Notes in Computer Science, 2019, , 15-25.	1.0	21
106	Educación en abierto: Integración de un MOOC con una asignatura académica. Education in the Knowledge Society, 2014, 15, 233-255.	2.0	21
107	A Metamodel Proposal for Developing Learning Ecosystems. Lecture Notes in Computer Science, 2017, , 100-109.	1.0	20
108	¿Utilizarán los futuros docentes las tecnologías móviles? Validación de una propuesta de modelo TAM extendido. Revista De Educacion A Distancia, 2017, , .	0.5	20

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109	Enabling Adaptability in Web Forms Based on User Characteristics Detection Through A/B Testing and Machine Learning. IEEE Access, 2018, 6, 2251-2265.	2.6	20
110	Building Skills in Introductory Programming. , 2018, , .		20
111	Trends in studies developed in Europe focused on the gender gap in STEM. , 2019, , .		20
112	New methods and technologies for enhancing usability and accessibility of educational data. Universal Access in the Information Society, 2021, 20, 421-427.	2.1	20
113	Taking advantage of the software product line paradigm to generate customized user interfaces for decision-making processes: a case study on university employability. PeerJ Computer Science, 2019, 5, e203.	2.7	20
114	Effects of Everolimus Monotherapy on Hematological Parameters and Iron Homeostasis in De Novo Liver Transplant Recipients: Preliminary Results. Transplantation Proceedings, 2008, 40, 1947-1949.	0.3	19
115	ICTs integration in education. , 2014, , .		19
116	Architectural pattern for the definition of eLearning ecosystems based on Open Source developments. , 2014, , .		19
117	Development of e-Learning Solutions: Different Approaches, a Common Mission. Revista Iberoamericana De Tecnologías Del Aprendizaje, 2014, 9, 72-80.	0.7	19
118	The PhD Corner. , 2018, , .		19
119	Analyzing the software architectures supporting HCI/HMI processes through a systematic review of the literature. Telematics and Informatics, 2019, 38, 118-132.	3.5	19
120	Connecting domain-specific features to source code: towards the automatization of dashboard generation. Cluster Computing, 2020, 23, 1803-1816.	3.5	19
121	Increasing student motivation in computer programming with gamification. , 2020, , .		19
122	The Digital Competence of Pre-Service Educators: The Influence of Personal Variables. Sustainability, 2021, 13, 2318.	1.6	19
123	IMS LD reusable elements for adaptive learning designs. Journal of Interactive Media in Education, 2005, 2005, 12.	1.1	19
124	Metodologías educativas de Éxito: proyectos Erasmus+ relacionados con e-learning o TIC. , 2022, 11, 95.		19
125	Privacy and identity management in Learning Analytics processes with Blockchain. , 2018, , .		18
126	Evaluation of an interactive educational system in urban knowledge acquisition and representation based on students' profiles. Expert Systems, 2020, 37, e12570.	2.9	18

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127	A Knowledge Management System to Classify Social Educational Resources Within a Subject Using Teamwork Techniques. Lecture Notes in Computer Science, 2015, , 510-519.	1.0	18
128	Evaluation of the CTMTC Methodology for Assessment of Teamwork Competence Development and Acquisition in Higher Education. Lecture Notes in Computer Science, 2016, , 201-212.	1.0	18
129	Knowledge Co-Creation Process Based on Informal Learning Competences Tagging and Recognition. International Journal of Human Capital and Information Technology Professionals, 2013, 4, 18-30.	0.5	17
130	Improving the MOOC learning outcomes throughout informal learning activities. , 2014, , .		17
131	Exploring Student Interactions: Learning Analytics Tools for Student Tracking. Lecture Notes in Computer Science, 2015, , 50-61.	1.0	17
132	Promoting Computational Thinking in K-12 students by applying unplugged methods and robotics. , 2017, , .		17
133	APFT. , 2017, , .		17
134	TEEM 2017 Doctoral Consortium Track. , 2017, , .		17
135	Actions to Promote Diversity in Engineering Studies: a Case Study in a Computer Science Degree. , 2019, , .		17
136	La tercera misi3n. Education in the Knowledge Society, 2016, 17, 7-18.	2.0	17
137	Empleabilidad de los titulados universitarios en Espa±a. Proyecto OEEU. Education in the Knowledge Society, 2018, 19, 21-39.	2.0	17
138	Learning management system: evolving from silos to structures. Interactive Learning Environments, 2014, 22, 143-145.	4.4	16
139	Mobile learning adoption from informal into formal. , 2014, , .		16
140	iMOOC Platform: Adaptive MOOCs. Lecture Notes in Computer Science, 2016, , 380-390.	1.0	16
141	Pilot experience applying an active learning methodology in a software engineering classroom. , 2018, , .		16
142	Inclusion of gender perspective in Computer Engineering careers: Elaboration of a questionnaire to assess the gender gap in tertiary education. , 2018, , .		16
143	A cross-cultural study on the influence of cultural values and teacher beliefs on university teachersâ€™ information and communications technology acceptance. Educational Technology Research and Development, 2021, 69, 1271-1297.	2.0	16
144	Improvement of Learning Outcomes in Software Engineering: Active Methodologies Supported Through the Virtual Campus. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2021, 16, 143-153.	0.7	16

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145	Systematic Literature Review of Realistic Simulators Applied in Educational Robotics Context. Sensors, 2021, 21, 4031.	2.1	16
146	SEffEst: Effort estimation in software projects using fuzzy logic and neural networks. International Journal of Computational Intelligence Systems, 2012, 5, 679-699.	1.6	15
147	Open access repositories as channel of publication scientific grey literature. , 2015, , .		15
148	The systematic review of literature in LIS. , 2016, , .		15
149	Ne-course for learning programming. , 2016, , .		15
150	Improving Computational Thinking Using Follow and Give Instructions. , 2017, , .		15
151	Editorial Computational Thinking. Revista Iberoamericana De Tecnologías Del Aprendizaje, 2018, 13, 17-19.	0.7	15
152	Learning Scenarios for the Subject Methodology of Programming From Evaluating the Computational Thinking of New Students. Revista Iberoamericana De Tecnologías Del Aprendizaje, 2018, 13, 30-36.	0.7	15
153	Adapting LMS Architecture to the SOA: An Architectural Approach. , 2009, , .		14
154	MyElvin. International Journal of Knowledge Society Research, 2012, 3, 26-39.	0.8	14
155	Knowledge management system for applying educational innovative experiences. , 2013, , .		14
156	Usalpharma: A Cloud-Based Architecture to Support Quality Assurance Training Processes in Health Area Using Virtual Worlds. Scientific World Journal, The, 2014, 2014, 1-10.	0.8	14
157	Extending MOOC ecosystems using web services and software architectures. , 2015, , .		14
158	Exploring Software Engineering Subjects by Using Visual Learning Analytics Techniques. Revista Iberoamericana De Tecnologías Del Aprendizaje, 2015, 10, 242-252.	0.7	14
159	Assessing the Effectiveness of Interactive and Collaborative Resources to Improve Reading and Writing in English. International Journal of Human Capital and Information Technology Professionals, 2016, 7, 66-85.	0.5	14
160	Providing open access to PhD theses: visibility and citation benefits. Data Technologies and Applications, 2016, 50, 399-416.	0.8	14
161	Knowledge discovery in software teams by means of evolutionary visual software analytics. Science of Computer Programming, 2016, 121, 55-74.	1.5	14
162	Virtual Placements Management Process Supported by Technology: Proposal and First Results of the Semester of Code. Revista Iberoamericana De Tecnologías Del Aprendizaje, 2016, 11, 47-54.	0.7	14

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163	Mapping the systematic literature studies about software ecosystems. , 2018, , .		14
164	Representing Data Visualization Goals and Tasks through Meta-Modeling to Tailor Information Dashboards. Applied Sciences (Switzerland), 2020, 10, 2306.	1.3	14
165	Analysis and Improvement of Knowledge Management Processes in Organizations Using the Business Process Model Notation. Lecture Notes in Business Information Processing, 2015, , 93-101.	0.8	14
166	Learning Analytics as a Breakthrough in Educational Improvement. Lecture Notes in Educational Technology, 2020, , 1-15.	0.5	14
167	Track 16. , 2019, , .		14
168	MÃ©todo basado en EducaciÃ³n 4.0 para mejorar el aprendizaje: lecciones aprendidas de la COVID-19. RIED: Revista Iberoamericana De EducaciÃ³n A Distancia, 2022, 25, .	0.8	14
169	Qualified Dublin Core Metadata Best Practices for GREDOS. Journal of Library Metadata, 2010, 10, 13-36.	0.6	13
170	Mobile learning. , 2013, , .		13
171	To Be or Not to Be Successful?. Journal of Cases on Information Technology, 2015, 17, 51-71.	0.7	13
172	Developing computational thinking via the visual programming tool. , 2016, , .		13
173	Networked youth research for empowerment in digital society. , 2016, , .		13
174	Usability Evaluation of a Private Social Network on Mental Health for Relatives. Journal of Medical Systems, 2017, 41, 137.	2.2	13
175	360Â° vision applications for medical training. , 2017, , .		13
176	Learning Analytics' Privacy on the Blockchain. , 2018, , .		13
177	Micro Flip Teaching with Collective Intelligence. Lecture Notes in Computer Science, 2018, , 400-415.	1.0	13
178	RoboSTEAM Project Systematic Mapping: Challenge Based Learning and Robotics. , 2020, , .		13
179	Understanding Educational Relationships in Moodle with ViMoodle. , 2008, , .		12
180	SOA Initiatives for eLearning: A Moodle Case. , 2009, , .		12

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181	Analysis of certificated mobile application for medical education purposes. , 2014, , .		12
182	Using OWL-VisMod through a decision-making process for reusing OWL ontologies. Behaviour and Information Technology, 2014, 33, 426-442.	2.5	12
183	Monitoring and feedback of learning processes in virtual worlds through analytics architectures: A real case. , 2014, , .		12
184	Relationship of knowledge to learn in programming methodology and evaluation of computational thinking. , 2016, , .		12
185	Improving the OEEU's data-driven technological ecosystem's interoperability with GraphQL. , 2017, , .		12
186	Decision support tools for SLR search string construction. , 2018, , .		12
187	A Model to Define an eHealth Technological Ecosystem for Caregivers. Advances in Intelligent Systems and Computing, 2019, , 422-432.	0.5	12
188	Capturing high-level requirements of information dashboards' components through meta-modeling. , 2019, , .		12
189	The Integration of Psychosocial Care into National Dementia Strategies across Europe: Evidence from the Skills in DEmentia Care (SiDECAR) Project. International Journal of Environmental Research and Public Health, 2021, 18, 3422.	1.2	12
190	Adaptive and Cooperative Model of Knowledge Management in MOOCs. Lecture Notes in Computer Science, 2017, , 273-284.	1.0	12
191	El futuro de los repositorios institucionales. Education in the Knowledge Society, 2017, 18, 7-19.	2.0	12
192	Metadata and Knowledge Management driven Web-based Learning Information System towards Web/e-Learning 3.0. International Journal of Emerging Technologies in Learning, 2010, 5, 36.	0.8	12
193	Enhancing Education for the Knowledge Society Era with Learning Ecosystems. Advances in Knowledge Acquisition, Transfer and Management Book Series, 2017, , 1-24.	0.1	12
194	A case study for measuring Informal Learning in PLEs. International Journal of Emerging Technologies in Learning, 2014, 9, 47.	0.8	11
195	Analyzing the employability and employment factors of graduate students in Spain. , 2015, , .		11
196	User Experience in Institutional Repositories. International Journal of Human Capital and Information Technology Professionals, 2018, 9, 70-86.	0.5	11
197	Introducing Coding and Computational Thinking in the Schools: The TACCLE 3 " Coding Project Experience. , 2018, , 213-226.		11
198	Analyzing the usability of the WYRED Platform with undergraduate students to improve its features. Universal Access in the Information Society, 2019, 18, 455-468.	2.1	11

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199	Personal Data Broker Instead of Blockchain for Students's™ Data Privacy Assurance. Advances in Intelligent Systems and Computing, 2019, , 371-380.	0.5	11
200	C4 model in a Software Engineering subject to ease the comprehension of UML and the software. , 2020, , .		11
201	SABUMO-dTest: Design and evaluation of an intelligent collaborative distributed testing framework. Computer Science and Information Systems, 2014, 11, 29-45.	0.7	11
202	Pedagogical Patterns and Online Teaching. Advances in Educational Technologies and Instructional Design Book Series, 2014, , 298-316.	0.2	11
203	Impact of scientific content in open access institutional repositories. , 2013, , .		10
204	Technological ecosystems for enhancing multiculturalism doctoral consortium. , 2014, , .		10
205	Visual learning analytics techniques applied in software engineering subjects. , 2014, , .		10
206	Learning content management systems for the definition of adaptive learning environments. , 2014, , .		10
207	Developing win-win solutions for virtual placements in informatics. , 2014, , .		10
208	Mobile acceptance among pre-service teachers. , 2015, , .		10
209	Can We Apply Learning Analytics Tools in Challenge Based Learning Contexts?. Lecture Notes in Computer Science, 2017, , 242-256.	1.0	10
210	MAIN. , 2018, , .		10
211	Domain engineering for generating dashboards to analyze employment and employability in the academic context. , 2018, , .		10
212	Empirical evaluation of educational interactive systems. Quality and Quantity, 2018, 52, 2427-2434.	2.0	10
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