Francisco JosÃ© GarcÃa-PeÃ'alvo

List of Publications by Year in descending order

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	Proof‑of‑concept of an information visualization classification approach based on their fine‑grained features. Expert Systems, 2023, 40, e12872.	2.9	5
2	Recommendation of technological profiles to collaborate in software projects using document embeddings. Neural Computing and Applications, 2022, 34, 8423-8430.	3.2	4
3	Personalized Education for a Programming Course in Higher Education. , 2022, , 344-367.		1
4	Deep-Learning and Machine-Learning-Based Techniques for Malware Detection and Data-Driven Network Security. Advances in Information Security, Privacy, and Ethics Book Series, 2022, , 41-58.	0.4	3
5	The Role of Data in Health Sciences Ecosystems. Advances in Medical Education, Research, and Ethics, 2022, , 283-299.	0.1	0
6	Metodologías educativas de éxito: proyectos Erasmus+ relacionados con e-learning o TIC. , 2022, 11, 95.		19
7	Editorial: Using Technology to Combat Diseases and Help People With Disabilities. Frontiers in Psychology, 2022, 13, 854762.	1.1	2
8	E-Mentoring Pilot Program in Academic Internships: Effectiveness in Improving Participants' Competencies. Sustainability, 2022, 14, 4025.	1.6	4
9	Método basado en Educación 4.0 para mejorar el aprendizaje: lecciones aprendidas de la COVID-19. RIED: Revista Iberoamericana De Educación A Distancia, 2022, 25, .	0.8	14
10	Measurement of the social construction of knowledge: validation and reliability of the K-Social-C instrument. Social Network Analysis and Mining, 2022, 12, 1.	1.9	2
11	Habilitadores tecnológicos 4.0 para impulsar la educación abierta: aportaciones para las recomendaciones de la UNESCO. RIED: Revista Iberoamericana De Educación A Distancia, 2022, 25, .	0.8	4
12	A Model for Bridging the Gender Gap in STEM in Higher Education Institutions. Lecture Notes in Educational Technology, 2022, , 1-19.	0.5	6
13	Fostering Decision-Making Processes in Health Ecosystems Through Visual Analytics and Machine Learning. Lecture Notes in Computer Science, 2022, , 262-273.	1.0	0
14	Agile CTMTC: Adapting Stages for a Shorter Application of the Teamwork Method. Lecture Notes in Computer Science, 2022, , 274-286.	1.0	2
15	Successful Erasmus+‰Projects: Some Case Studies. Lecture Notes in Computer Science, 2022, , 391-405.	1.0	1
16	Characterization of Spaces and Didactic Units for the Improvement of Diversity Gaps. Lecture Notes in Computer Science, 2022, , 335-346.	1.0	2
17	More than surgical tools: a systematic review of robots as didactic tools for the education of professionals in health sciences. Advances in Health Sciences Education, 2022, 27, 1139-1176.	1.7	10
18	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

#	Article	IF	Citations
19	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
20	A Meta-modeling Approach to Take into Account Data Domain Characteristics and Relationships in Information Visualizations. Advances in Intelligent Systems and Computing, 2021, , 570-580.	0.5	1
21	Classification Based Machine Learning for Detection of DDoS attack in Cloud Computing. , 2021, , .		25
22	Erasmus+ Educational Projects on eLearning and Related Methodologies. Advances in Human and Social Aspects of Technology Book Series, 2021, , 111-133.	0.3	8
23	Learning analytics in Ecuador: a systematic review supported by statistical implicative analysis. Universal Access in the Information Society, 2021, 20, 495-512.	2.1	2
24	Usability Study of CARTIER-IA: A Platform for Medical Data and Imaging Management. Lecture Notes in Computer Science, 2021, , 374-384.	1.0	3
25	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
26	Work-in-Progress: Blended Learning in Engineering Education in Peru. A Systematic Review of University Theses. Advances in Intelligent Systems and Computing, 2021, , 206-216.	0.5	0
27	Architectural View of an App for Walking Through a City in a Safe Way. Advances in Human and Social Aspects of Technology Book Series, 2021, , 224-251.	0.3	0
28	Rompiendo brechas: propuesta de orientaciÃ³n sociolaboral con vÃctimas de violencia de gÃ©nero. Revista Latina De Sociologia, 2021, 9, 24-58.	0.1	0
29	The Digital Competence of Pre-Service Educators: The Influence of Personal Variables. Sustainability, 2021, 13, 2318.	1.6	19
30	Active Game-Based Solutions for the Treatment of Childhood Obesity. Sensors, 2021, 21, 1266.	2.1	7
31	PlanificaciÃ³n, comunicaciÃ³n y metodologÃas activas: EvaluaciÃ³n online de la asignatura ingenierÃa de software durante la crisis del COVID-19. RIED: Revista Iberoamericana De EducaciÃ³n A Distancia, 2021, 24, 41.	0.8	10
32	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
33	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
34	Impact of Transparency in the Teamwork Development through Cloud Computing. Applied Sciences (Switzerland), 2021, 11, 3887.	1.3	10
35	Towards a Technological Ecosystem to Provide Information Dashboards as a Service: A Dynamic Proposal for Supplying Dashboards Adapted to Specific Scenarios. Applied Sciences (Switzerland), 2021, 11, 3249.	1.3	7
36	The experience of women students in engineering and mathematics careers: a focus group study. , 2021, , .		4

#	Article	IF	Citations
37	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
38	Systematic Literature Review of Realistic Simulators Applied in Educational Robotics Context. Sensors, 2021, 21, 4031.	2.1	16
39	Psychosocial care in dementia in European higher education: Evidence from the SiDECar (â€œSkills in) Tj ETQq1 1 0.784314 rgBT /Ov	1.4	6
40	Nurturing Grandchildren With Down Syndrome: A Qualitative Study on Grandparentsâ€™ Needs Using Digital Toolsâ€. Frontiers in Psychology, 2021, 12, 661205.	1.1	3
41	Education in Latin America: Toward the Digital Transformation in Universities. Lecture Notes in Educational Technology, 2021, , 93-108.	0.5	6
42	Impact of the COVID-19 on Higher Education. Advances in Human and Social Aspects of Technology Book Series, 2021, , 1-18.	0.3	29
43	Towards an Intelligent System for the Territorial Planning. , 2021, , 431-451.		0
44	RoboSTEAM Project. Advances in Human and Social Aspects of Technology Book Series, 2021, , 157-174.	0.3	1
45	Information Technology in the Search for Employment. Advances in Human and Social Aspects of Technology Book Series, 2021, , 252-267.	0.3	0
46	Recommendations for Mandatory Online Assessment in Higher Education During the COVID-19 Pandemic. Lecture Notes in Educational Technology, 2021, , 85-98.	0.5	80
47	An Analysis of LGBTQIA+ University Studentsâ€™ Perceptions about Sexual and Gender Diversity. Sustainability, 2021, 13, 11786.	1.6	2
48	Social innovation laboratories for the social construction of knowledge. Texto Livre, 2021, 14, e33750.	0.4	0
49	Most used ICT methodologies for student learning in Erasmus+ projects related to eLearning. , 2021, , .		4
50	A systematic mapping about simulators and remote laboratories using hardware in the loop and robotic: Developing STEM/STEAM skills in pre-university education. , 2021, , .		6
51	Gaming for Social Inclusion and Civic Participation: the INGAME project. , 2021, , .		2
52	Promoting healthy lifestyle habits through learning based on active video games. , 2021, , .		0
53	Improving Institutional Repositories through User-Centered Design: Indicators from a Focus Group. Future Internet, 2021, 13, 282.	2.4	1
54	Mentoring for future female engineers: pilot at the Higher Polytechnic School of Zamora. , 2021, , .		4

#	Article	IF	Citations
55	Evaluation of competencies for academic internship students. , 2021, , .		0
56	Learning Analytics in K-12 Spanish education: a systematic mapping study. , 2021, , .		2
57	ICT methodologies for teacher professional development in Erasmus+ projects related to eLearning. , 2021, , .		6
58	Development of a SPOC of Computer Ethics for students of Computer Science degree. , 2021, , .		3
59	Science, technology, and innovation articulation of local public university with economic and social agents. , 2021, , .		2
60	Multimedia Analysis of Spanish Female Role Models in Science, Technology, Engineering and Mathematics. Sustainability, 2021, 13, 12612.	1.6	6
61	User-Centered Design Approach for a Machine Learning Platform for Medical Purpose. Communications in Computer and Information Science, 2021, , 237-249.	0.4	4
62	Computational thinking competences training for primary education teachers. , 2021, , .		1
63	Multimodal Learning Analytics in Students with Learning Difficulties: How the Environment Can Affect their Learning Positively or Negatively. , 2021, , .		1
64	Heuristic evaluation of a mentoring portal. , 2021, , .		0
65	Current trends in robotics in education and computational thinking. , 2021, , .		3
66	CreaSTEAM. Towards the improvement of diversity gaps through the compilation of projects, best practices and STEAM-Lab spaces. , 2021, , .		6
67	An introduction to TEEM 2021 Track 15: The Doctoral Consortium. , 2021, , .		3
68	Emotional AI in Healthcare: a pilot architecture proposal to merge emotion recognition tools. , 2021, , .		2
69	Open approach of scaled agile for organizations and communities dedicated to the development of Open-Source projects. , 2021, , .		1
70	Flipped classroom insights after nine-year experience applying the method. , 2021, , .		7
71	A platform to support the visual analysis of the SALMANTICOR study outcomes: conveying cardiological data to lay users. , 2021, , .		0
72	An overview of passive studentsâ€™ characteristics. , 2021, , .		4

#	Article	IF	Citations
73	Outstanding methodologies in Erasmus+ projects related to eLearning. , 2021, , .		6
74	Bringing machine learning closer to non-experts: proposal of a user-friendly machine learning tool in the healthcare domain. , 2021, , .		5
75	Initial performance analysis in the evaluation of computational thinking from a gender perspective in higher education. , 2021, , .		0
76	RoboSTEAM project the pilot phases. , 2021, , .		2
77	Learning Analytics Icons for analytics' transparency, information, and easy comprehension of data treatment of students. , 2021, , .		2
78	ICT tools highlighted and their usefulness during the pandemic. , 2021, , .		5
79	Information retrieval methodology for aiding scientific database search. Soft Computing, 2020, 24, 5551-5560.	2.1	33
80	Connecting domain-specific features to source code: towards the automatization of dashboard generation. Cluster Computing, 2020, 23, 1803-1816.	3.5	19
81	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
82	A meta-model to develop learning ecosystems with support for knowledge discovery and decision-making processes. , 2020, , .		0
83	The influence of university students' learning beliefs on their intentions to use mobile technologies in learning: a study in China and Spain. Educational Technology Research and Development, 2020, 68, 3547-3565.	2.0	10
84	Health Promotion for Childhood Obesity: An Approach Based on Self-Tracking of Data. Sensors, 2020, 20, 3778.	2.1	9
85	Privacidad, seguridad y legalidad en soluciones educativas basadas en Blockchain: Una Revisión Sistámática de la Literatura. RIED: Revista Iberoamericana De Educación A Distancia, 2020, 23, 213.	0.8	10
86	European Proposals to Work in the Gender Gap in STEM: A Systematic Analysis. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2020, 15, 215-224.	0.7	34
87	Strategies to introduce gender perspective in Engineering studies: a proposal based on self-diagnosis. , 2020, , .		9
88	Increasing student motivation in computer programming with gamification. , 2020, , .		19
89	A Meta-Model Integration for Supporting Knowledge Discovery in Specific Domains: A Case Study in Healthcare. Sensors, 2020, 20, 4072.	2.1	8
90	Smart Learning. Applied Sciences (Switzerland), 2020, 10, 6964.	1.3	10

#	Article	IF	Citations
91	Evaluation of an interactive educational system in urban knowledge acquisition and representation based on students' profiles. Expert Systems, 2020, 37, e12570.	2.9	18
92	Evaluación del pensamiento computacional para el aprendizaje de programación de computadoras en educación superior. Revista De Educacion A Distancia, 2020, 20, .	0.5	10
93	Nextmed: Automatic Imaging Segmentation, 3D Reconstruction, and 3D Model Visualization Platform Using Augmented and Virtual Reality. Sensors, 2020, 20, 2962.	2.1	49
94	Technological Ecosystems in Citizen Science: A Framework to Involve Children and Young People. Sustainability, 2020, 12, 1863.	1.6	9
95	RoboSTEAM Project Systematic Mapping: Challenge Based Learning and Robotics. , 2020, , .		13
96	C4 model in a Software Engineering subject to ease the comprehension of UML and the software. , 2020, , .		11
97	E-Mentoring in Higher Education: A Structured Literature Review and Implications for Future Research. Sustainability, 2020, 12, 4344.	1.6	34
98	Gender equality in STEM programs: a proposal to analyse the situation of a university about the gender gap. , 2020, , .		32
99	Representing Data Visualization Goals and Tasks through Meta-Modeling to Tailor Information Dashboards. Applied Sciences (Switzerland), 2020, 10, 2306.	1.3	14
100	Protected Users: A Moodle Plugin To Improve Confidentiality and Privacy Support through User Aliases. Sustainability, 2020, 12, 2548.	1.6	24
101	AI-Driven Assessment of Students: Current Uses and Research Trends. Lecture Notes in Computer Science, 2020, , 292-302.	1.0	5
102	Exchanging Challenge Based Learning Experiences in the Context of RoboSTEAM Erasmus+‰Project. Lecture Notes in Computer Science, 2020, , 442-455.	1.0	5
103	Global Impact of Local Educational Innovation. Lecture Notes in Computer Science, 2020, , 530-546.	1.0	7
104	Learning Analytics as a Breakthrough in Educational Improvement. Lecture Notes in Educational Technology, 2020, , 1-15.	0.5	14
105	App Design and Implementation for Learning Human Anatomy Through Virtual and Augmented Reality. Lecture Notes in Educational Technology, 2020, , 199-213.	0.5	4
106	Online instrument: Perception of virtual learning of the doctorate in the context of COVID-19. , 2020, , .		3
107	La evaluación online en la educación superior en tiempos de la COVID-19. Education in the Knowledge Society, 2020, 21, 26.	2.0	97
108	La sociedad del conocimiento y sus implicaciones en la formación universitaria docente. , 2020, , 133-156.		7

#	Article	IF	Citations
109	User Experience in Institutional Repositories. , 2020, , 423-440.		3
110	Guidelines for performing Systematic Research Projects Reviews. International Journal of Interactive Multimedia and Artificial Intelligence, 2020, 6, 9.	1.0	55
111	Aggregation Bias: A Proposal to Raise Awareness Regarding Inclusion in Visual Analytics. Advances in Intelligent Systems and Computing, 2020, , 409-417.	0.5	2
112	EvaluaciÃ³n de la percepciÃ³n de los niveles de dominio competencial en prÃ¡ctica laboral. Estudios Pedagogicos, 2020, 46, 127-144.	0.1	3
113	An Online Sales System to Be Managed by People with Mental Illness. Advances in Intelligent Systems and Computing, 2020, , 600-611.	0.5	0
114	Los retos de EKS para 2020. Education in the Knowledge Society, 2020, 21, 8.	2.0	1
115	Achievements and challenges in learning analytics in Spain: The view of SNOLA. RIED: Revista Iberoamericana De EducaciÃ³n A Distancia, 2020, 23, 187.	0.8	5
116	A Dashboard to Support Decision-Making Processes in Learning Ecosystems. , 2020, , .		0
117	New methods and technologies for enhancing usability and accessibility of educational data. Universal Access in the Information Society, 2020, 20, 1-7.	2.1	8
118	Developing a design phase for a mentoring mobile app. , 2020, , .		3
119	Methodological guide for the successful use of digital technologies in education. , 2020, , .		10
120	Overview of European educational projects on eLearning and related methodologies. , 2020, , .		8
121	Validation of the K-Social-C questionnaire for measuring the Social Construction of Knowledge from Open Innovation in Social Innovation Laboratories. , 2020, , .		1
122	The Use of Instagram as a Digital Marketing Tool by the Brazilian Library Councils in times of Covid-19. , 2020, , .		4
123	Intelligent Tutoring Systems approach to Introductory Programming Courses. , 2020, , .		8
124	Adaption of RoboSTEAM Project to the Pandemic Situation. , 2020, , .		6
125	Advances in the use of domain engineering to support feature identification and generation of information visualizations. , 2020, , .		1
126	Towards an Open Science technological ecosystem for a Mexican University. , 2020, , .		1

#	Article	IF	Citations
127	A platform for management and visualization of medical data and medical imaging. , 2020, , .		0
128	Hybrid Flipped Classroom: adaptation to the COVID situation. , 2020, , .		10
129	Advances in Computational thinking and robotics in education. , 2020, , .		2
130	Introduction for the TEEM 2020 Doctoral Consortium track. , 2020, , .		7
131	Information Dashboards and Tailoring Capabilities - A Systematic Literature Review. IEEE Access, 2019, 7, 109673-109688.	2.6	45
132	Personal Data Broker: A Solution to Assure Data Privacy in EdTech. Lecture Notes in Computer Science, 2019, , 3-14.	1.0	4
133	Measuring Studentsâ€™ 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
134	Study of the Usability of the WYRED Ecosystem Using Heuristic Evaluation. Lecture Notes in Computer Science, 2019, , 50-63.	1.0	1
135	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
136	Data Analysis Platform for the Optimization of Employability in Technological Profiles. Communications in Computer and Information Science, 2019, , 322-325.	0.4	1
137	RoboSTEAM - A Challenge Based Learning Approach for integrating STEAM and develop Computational Thinking. , 2019, , .		24
138	Predicting Student Failure in an Introductory Programming Course with Multiple Back-Propagation. , 2019, , .		24
139	Computational thinking and robotics in education. , 2019, , .		7
140	How to Measure Teachers' Acceptance of AI-driven Assessment in eLearning. , 2019, , .		9
141	Teaching and learning strategies of programming for university courses. , 2019, , .		3
142	The role of basic mathematics concepts in programming teaching and learning. , 2019, , .		1
143	NextMed, Augmented and Virtual Reality platform for 3D medical imaging visualization. , 2019, , .		4
144	Different Didactical Approaches Using a Remote Lab: Identification of Impact Factors. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2019, 14, 76-86.	0.7	10

#	Article	IF	Citations
145	Interactive and collaborative technological ecosystems for improving academic motivation and engagement. Universal Access in the Information Society, 2019, 18, 423-430.	2.1	31
146	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
147	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
148	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
149	Effects of a Gamified Educational Program in the Nutrition of Children with Obesity. Journal of Medical Systems, 2019, 43, 198.	2.2	31
150	Tailored information dashboards. , 2019, , .		9
151	Actions to Promote Diversity in Engineering Studies: a Case Study in a Computer Science Degree. , 2019, , .		17
152	Exploring the unknown: The effect of resistance to change and attachment on mobile adoption among secondary preâ€service teachers. British Journal of Educational Technology, 2019, 50, 2433-2449.	3.9	48
153	A Model to Define an eHealth Technological Ecosystem for Caregivers. Advances in Intelligent Systems and Computing, 2019, , 422-432.	0.5	12
154	Applications of Virtual and Augmented Reality in Biomedical Imaging. Journal of Medical Systems, 2019, 43, 102.	2.2	25
155	Technological Ecosystems in Care and Assistance: A Systematic Literature Review. Sensors, 2019, 19, 708.	2.1	29
156	Technological Ecosystems in the Health Sector: a Mapping Study of European Research Projects. Journal of Medical Systems, 2019, 43, 100.	2.2	25
157	Personal Data Broker Instead of Blockchain for Studentsâ€™ Data Privacy Assurance. Advances in Intelligent Systems and Computing, 2019, , 371-380.	0.5	11
158	Dashboard Meta-Model for Knowledge Management in Technological Ecosystem: A Case Study in Healthcare. Proceedings (mdpi), 2019, 31, 44.	0.2	6
159	Data Exploitation Model in a Health Ecosystem to Support Formal and Informal Caregivers. Proceedings (mdpi), 2019, 31, .	0.2	0
160	Capturing high-level requirements of information dashboards' components through meta-modeling. , 2019, , .		12
161	Trends in studies developed in Europe focused on the gender gap in STEM. , 2019, , .		20
162	Sensor Technologies for Caring People with Disabilities. Sensors, 2019, 19, 4914.	2.1	4

#	Article	IF	Citations
163	Engineering Education and Technological/Professional Learning. Education Sciences, 2019, 9, 277.	1.4	4
164	Clickstream for learning analytics to assess studentsâ€™ behavior with Scratch. Future Generation Computer Systems, 2019, 93, 673-686.	4.9	47
165	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
166	Validation of the learning ecosystem metamodel using transformation rules. Future Generation Computer Systems, 2019, 91, 300-310.	4.9	49
167	Special issue on exploring new Natural User Experiences. Universal Access in the Information Society, 2019, 18, 1-2.	2.1	5
168	Addressing Fine-Grained Variability in User-Centered Software Product Lines: A Case Study on Dashboards. Advances in Intelligent Systems and Computing, 2019, , 855-864.	0.5	4
169	GDPR Security and Confidentiality compliance in LMS' a problem analysis and engineering solution proposal. , 2019, , .		5
170	Impact indicators of educational innovations based on active methodologies. , 2019, , .		8
171	Engaging women into STEM in Latin America. , 2019, , .		51
172	Learning Analytics in Ecuador. , 2019, , .		2
173	An app based on cooperative learning for the detection of danger points and the prevention of risk areas in a city. , 2019, , .		2
174	Modelling the business structure of a digital health ecosystem. , 2019, , .		8
175	Active Peer-Based Flip Teaching. Advances in Educational Technologies and Instructional Design Book Series, 2019, , 1-16.	0.2	6
176	Personalized Education for a Programming Course in Higher Education. Advances in Educational Technologies and Instructional Design Book Series, 2019, , 203-227.	0.2	2
177	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
178	La red Openergy. Education in the Knowledge Society, 2019, 19, 7-10.	2.0	0
179	The Neuro-Subject: A Living Entity with Learnability. Lecture Notes in Computer Science, 2019, , 127-141.	1.0	5
180	investigaciÃ³n de pregrado en la Escuela Superior PolitÃ©cnica de Chimborazo: Mapeo SistemÃ¡tico y AnalÃticas.. Revista CientÃfica Ecociencia, 2019, 6, 1-25.	0.0	3

#	Article	IF	Citations
181	Technological research methodology to manage organizational change. , 2019, , .		5
182	Automatic generation of software interfaces for supporting decision-making processes. An application of domain engineering and machine learning. , 2019, , .		2
183	Development of a toolkit for a mentoring program. , 2019, , .		2
184	Initial learning scenarios based on the computational thinking evaluation for the course Programming fundamentals at INACAP. , 2019, , .		2
185	Didactical use of a remote lab. , 2019, , .		4
186	Interpretation of computational thinking evaluation results for enrollment prediction. , 2019, , .		2
187	A method to propose good practices of teaching educational innovation. , 2019, , .		2
188	Track 16. , 2019, , .		14
189	Virtual Reality as an Educational and Training Tool for Medicine. Journal of Medical Systems, 2018, 42, 50.	2.2	168
190	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
191	How Different Versions of Layout and Complexity of Web Forms Affect Users After They Start It? A Pilot Experience. Advances in Intelligent Systems and Computing, 2018, , 971-979.	0.5	2
192	Editorial Computational Thinking. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2018, 13, 17-19.	0.7	15
193	Learning Scenarios for the Subject Methodology of Programming From Evaluating the Computational Thinking of New Students. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2018, 13, 30-36.	0.7	15
194	Building, coding and programming 3D models via a visual programming environment. Quality and Quantity, 2018, 52, 2455-2468.	2.0	28
195	Teamwork assessment in the educational web of data: A learning analytics approach towards ISO 10018. Telematics and Informatics, 2018, 35, 551-563.	3.5	29
196	Improving the information society skills: Is knowledge accessible for all?. Universal Access in the Information Society, 2018, 17, 229-245.	2.1	57
197	An adaptive hybrid MOOC model: Disrupting the MOOC concept in higher education. Telematics and Informatics, 2018, 35, 1018-1030.	3.5	119
198	May I teach you? Students' behavior when lectured by robotic vs. human teachers. Computers in Human Behavior, 2018, 80, 460-469.	5.1	56

#	Article	IF	Citations
199	Exploring the computational thinking effects in pre-university education. Computers in Human Behavior, 2018, 80, 407-411.	5.1	133
200	Ontological Flip Teaching: a Flip Teaching model based on knowledge management. Universal Access in the Information Society, 2018, 17, 475-489.	2.1	30
201	Methodology for Improvement in Energy Efficiency Training Programs in Professional Environments. , 2018, , .		1
202	Ontological Search for Academic Resources. , 2018, , .		4
203	Delphi study to identify the young people priorities about digital society. , 2018, , .		1
204	MAIN. , 2018, , .		10
205	User Experience in Institutional Repositories. International Journal of Human Capital and Information Technology Professionals, 2018, 9, 70-86.	0.5	11
206	Mapping the systematic literature studies about software ecosystems. , 2018, , .		14
207	Academic digital books. , 2018, , .		0
208	Utilizing technological ecosystems to support graduate students in their practicum experiences. , 2018, , .		3
209	Trends in European research projects focused on technological ecosystems in the health sector. , 2018, , .		7
210	Macro Analysis on how to Potentiate Experimental Competences Using VISIR. , 2018, , .		2
211	Domain engineering for generating dashboards to analyze employment and employability in the academic context. , 2018, , .		10
212	Learning Objects to Strengthen Learning. Experience in Regular Basic Education in Perú. , 2018, , .		1
213	NextMed. , 2018, , .		4
214	Increase of confidence for the solution of problems in preuniversity students through Computational Thinking. , 2018, , .		4
215	Mobile Acceptance and Learning Beliefs. , 2018, , .		1
216	Influence of the didactical design in the perception of knowledge management in MOOCs. , 2018, , .		1

#	Article	IF	Citations
217	The PhD Corner. , 2018, , .		19
218	Computational thinking and programming education principles. , 2018, , .		7
219	Building Skills in Introductory Programming. , 2018, , .		20
220	A system of indicators for assessing scientific and technological capacity at local universities. , 2018, , .		1
221	Learning Analytics' Privacy on the Blockchain. , 2018, , .		13
222	Privacy and identity management in Learning Analytics processes with Blockchain. , 2018, , .		18
223	Decision support tools for SLR search string construction. , 2018, , .		12
224	Validity and reliability of a survey to know the technological acceptance of an institutional repository. , 2018, , .		1
225	Inclusion of the students in schools with an intercultural profile. , 2018, , .		2
226	Towards equality in higher education. , 2018, , .		6
227	Empirical evaluation of educational interactive systems. Quality and Quantity, 2018, 52, 2427-2434.	2.0	10
228	Micro Flip Teaching with Collective Intelligence. Lecture Notes in Computer Science, 2018, , 400-415.	1.0	13
229	Introducing Coding and Computational Thinking in the Schools: The TACCLE 3 â€" Coding Project Experience. , 2018, , 213-226.		11
230	Pilot experience applying an active learning methodology in a software engineering classroom. , 2018, , .		16
231	Inclusion of gender perspective in Computer Engineering careers: Elaboration of a questionnaire to assess the gender gap in tertiary education. , 2018, , .		16
232	A Mixed Methods Research of Pre-service Teachersâ€™ Perceptions about the Benefits of Wiki-Based Tasks and Discussion Boards. Advances in Intelligent Systems and Computing, 2018, , 260-276.	0.5	7
233	A Deep-Learning-Based Proposal to Aid Users in Quantum Computing Programming. Lecture Notes in Computer Science, 2018, , 421-430.	1.0	8
234	Application of Domain Engineering to Generate Customized Information Dashboards. Lecture Notes in Computer Science, 2018, , 518-529.	1.0	6

#	Article	IF	Citations
235	Usability Test of WYRED Platform. Lecture Notes in Computer Science, 2018, , 73-84.	1.0	4
236	Empleabilidad de los titulados universitarios en España. Proyecto OEEU. Education in the Knowledge Society, 2018, 19, 21-39.	2.0	17
237	Las competencias transversales de los egresados de los mâsteres universitarios. Education in the Knowledge Society, 2018, 19, 7-19.	2.0	4
238	Identidad digital como investigadores. La evidencia y la transparencia de la producción científica. Education in the Knowledge Society, 2018, 19, 7-28.	2.0	9
239	USING WEB ANALYTICS TOOLS TO IMPROVE THE QUALITY OF EDUCATIONAL RESOURCES AND THE LEARNING PROCESS OF STUDENTS IN A GAMIFIED SITUATION. , 2018, , .		4
240	Students Skills in a Blended Learning Environment. Advances in Educational Technologies and Instructional Design Book Series, 2018, , 249-280.	0.2	5
241	A Research on Students' Perceptions on a B-Learning English Environment to Improve Written Skills. Advances in Information Security, Privacy, and Ethics Book Series, 2018, , 179-201.	0.4	8
242	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
243	Current Situation and Appraisal Tendencies of M-Learning. Advances in IT Standards and Standardization Research Series, 2018, , 115-129.	0.2	0
244	Scaffolding the OEEU's Data-Driven Ecosystem to Analyze the Employability of Spanish Graduates. Advances in IT Standards and Standardization Research Series, 2018, , 236-255.	0.2	5
245	Towards an Intelligent System for the Territorial Planning. Advances in IT Standards and Standardization Research Series, 2018, , 158-178.	0.2	0
246	Posicionamiento de la investigación en Ciencias Sociales. RISTI - Revista Iberica De Sistemas E Tecnologias De Informacao, 2018, 28, 102-113.	0.1	1
247	Interacción en los ecosistemas tecnológicos de aprendizaje. Education in the Knowledge Society, 2018, 19, 7-13.	2.0	1
248	Interacción en los ecosistemas tecnológicos de aprendizaje. Education in the Knowledge Society, 2018, 19, 7.	2.0	6
249	4 Elements Proposed to Offer Personalized Education in the University Superior Technical Level. Advanced Science Letters, 2018, 24, 7980-7982.	0.2	0
250	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
251	Learning with mobile technologies â€“ Students' behavior. Computers in Human Behavior, 2017, 72, 612-620.	5.1	227
252	Towards a social and context-aware mobile recommendation system for tourism. Pervasive and Mobile Computing, 2017, 38, 505-515.	2.1	68

#	Article	IF	Citations
253	Learning Communities in Social Networks and Their Relationship With the MOOCs. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2017, 12, 24-36.	0.7	24
254	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
255	Co-operative Networks and their Influence on Engagement: A Study with Students of a Degree in Nursing. Journal of Medical Systems, 2017, 41, 103.	2.2	7
256	Usability Evaluation of a Private Social Network on Mental Health for Relatives. Journal of Medical Systems, 2017, 41, 137.	2.2	13
257	The VISIR+ project-helping contextualize math in an engineering course. , 2017, , .		5
258	Computational thinking issues. , 2017, , .		8
259	Improving Computational Thinking Using Follow and Give Instructions. , 2017, , .		15
260	Promoting Computational Thinking in K-12 students by applying unplugged methods and robotics. , 2017, , .		17
261	Pilot test for validation of an instrument of knowledge management in the massive open online context. , 2017, , .		1
262	Can We Apply Learning Analytics Tools in Challenge Based Learning Contexts?. Lecture Notes in Computer Science, 2017, , 242-256.	1.0	10
263	A Metamodel Proposal for Developing Learning Ecosystems. Lecture Notes in Computer Science, 2017, , 100-109.	1.0	20
264	Interaction Design Principles in WYRED Platform. Lecture Notes in Computer Science, 2017, , 371-381.	1.0	6
265	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
266	Improving the OEEU's data-driven technological ecosystem's interoperability with GraphQL. , 2017, , .		12
267	Personalized education using computational thinking and b-learning environment. , 2017, , .		4
268	Do Students Really Understand the Difference Between Simulation and Remote Labs?. , 2017, , .		3
269	Assessment of the Disposition of Future Secondary Education Teachers Towards Mobile Learning. , 2017, , .		0
270	Usability evaluation focused on user experience of repositories related to energy sustainability. , 2017, , .		4

#	Article	IF	Citations
271	An architectural proposal to explore the data of a private community through visual analytic. , 2017, , .		2
272	Comparing Hierarchical Trees in Statistical Implicative Analysis & Hierarchical Cluster in Learning Analytics. , 2017, , .		1
273	Virtual Simulation for Scoliosis Surgery. , 2017, , .		5
274	360Â° vision applications for medical training. , 2017, , .		13
275	Digital competence, social networks and apps in education. , 2017, , .		1
276	The Use of Online Quizzes in Blended Learning Modality. , 2017, , .		0
277	Preliminary validation of the metamodel for developing learning ecosystems. , 2017, , .		8
278	A recommender system of open educational resources based on the purpose of learning. , 2017, , .		9
279	Information Technology Research. American Journal of Computer Science and Information Technology, 2017, 05, .	0.1	0
280	Â¿UtilizarÃ¡n los futuros docentes las tecnologÃas mÃ³viles? ValidaciÃ³n de una propuesta de modelo TAM extendido. Revista De Educacion A Distancia, 2017, , .	0.5	20
281	APFT. , 2017, , .		17
282	TEEM 2017 Doctoral Consortium Track. , 2017, , .		17
283	PresentaciÃ³n. La integraciÃ³n efectiva del dispositivo mÃ³vil en la educaciÃ³n y en el aprendizaje. RIED: Revista Iberoamericana De EducaciÃ³n A Distancia, 2017, 20, 29.	0.8	33
284	MotivaciÃ³n e innovaciÃ³n: AceptaciÃ³n de tecnologÃas mÃ³viles en los maestros en formaciÃ³n. RIED: Revista Iberoamericana De EducaciÃ³n A Distancia, 2017, 20, 273.	0.8	8
285	Adjusting Higher Education Competences to Companies Professional Needs. International Journal of Human Capital and Information Technology Professionals, 2017, 8, 66-78.	0.5	6
286	Adaptive and Cooperative Model of Knowledge Management in MOOCs. Lecture Notes in Computer Science, 2017, , 273-284.	1.0	12
287	Improving Success/Completion Ratio in Large Surveys: A Proposal Based on Usability and Engagement. Lecture Notes in Computer Science, 2017, , 352-370.	1.0	10
288	Â¿Son conscientes las universidades de los cambios que se estÃ¡n produciendo en la EducaciÃ³n Superior?. Education in the Knowledge Society, 2017, 17, 7-13.	2.0	4

#	Article	IF	Citations
289	Mitos y Realidades del Acceso Abierto. Education in the Knowledge Society, 2017, 18, 7-20.	2.0	5
290	La enseÃ±anza de la informÃ¡tica, la programaciÃ³n y el pensamiento computacional en los estudios preuniversitarios. Education in the Knowledge Society, 2017, 18, 7-17.	2.0	30
291	El Proyecto WYRED. Education in the Knowledge Society, 2017, 18, 7-14.	2.0	7
292	El futuro de los repositorios institucionales. Education in the Knowledge Society, 2017, 18, 7-19.	2.0	12
293	ValidaciÃ³n de un instrumento para la medida de los procesos de gestiÃ³n del conocimiento en entornos masivos en lÃnea - [Validation of an instrument to assess the knowledge management processes in massive open online enviroment, a MOOC]. , 2017, , .		4
294	Inteligencia colectiva en el aula. Un paradigma cooperativo - [Collective Intelligence in the classroom. A cooperative paradigm]. , 2017, , .		4
295	DefiniciÃ³n de ecosistemas de aprendizaje independientes de plataforma - [DefiniciÃ³n de ecosistemas de aprendizaje independientes de plataforma]. , 2017, , .		4
296	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
297	Aprendizaje, InnovaciÃ³n y Competitividad: La Sociedad del Aprendizaje. Revista De Educacion A Distancia, 2017, , .	0.5	8
298	La modalidad semipresencial y la pronunciaciÃ³n de la lengua inglesa: Resultados de un modelo apoyado con TIC. Revista De Educacion A Distancia, 2017, , .	0.5	0
299	ECoLab: A Cooperative System to Improve Training Processes. Lecture Notes in Computer Science, 2017, , 90-99.	1.0	1
300	IntroducciÃ³n de la Perspectiva de GÃ©nero en la docencia de IngenierÃa del Software - [Introduction of the Gender Perspective in the Teaching of Software Engineering]. , 2017, , .		1
301	Learning from complementary ways of developing experimental competences. Education in the Knowledge Society, 2017, 18, 63-74.	2.0	3
302	Education in the knowledge society doctoral consortium. , 2016, , .		7
303	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
304	A focus on teaching and learning the sustainability and social compromise skills. Journal of Technology and Science Education, 2016, 5, .	0.5	1
305	Discovery tools for open access repositories. , 2016, , .		4
306	A technology-based approach to revitalise indigenous languages and cultures in online environments. , 2016, , .		2

#	Article	IF	Citations
307	Internet technologies as a tool in indigenous education. , 2016, , .		1
308	iMOOC Platform: Adaptive MOOCs. Lecture Notes in Computer Science, 2016, , 380-390.	1.0	16
309	Systematic mapping of the literature. , 2016, , .		9
310	Analysing the attitude of students towards robots when lectured on programming by robotic or human teachers. , 2016, , .		6
311	Open access to educational resources in energy and sustainability. , 2016, , .		4
312	A brief introduction to TACCLE 3 â€" coding European project. , 2016, , .		54
313	VISIR's usage as an educational resource. , 2016, , .		27
314	Approximation of statistical implicative analysis to learning analytics. , 2016, , .		5
315	Computational thinking in pre-university education. , 2016, , .		24
316	How wiki-based tasks, and forums favor university students' writing skills and promote collaborative autonomy. , 2016, , .		1
317	Enjoyment, resistance to change and mlearning acceptance among pre-service teachers. , 2016, , .		2
318	SWOT analysis of the Mi Compu.MX ICT skills simulator. , 2016, , .		0
319	The systematic review of literature in LIS. , 2016, , .		15
320	Ne-course for learning programming. , 2016, , .		15
321	Exploring mobile learning apps for medical students and health care professionals. , 2016, , .		2
322	Developing computational thinking via the visual programming tool. , 2016, , .		13
323	Subjective norm and behavioral intention to use mobile technologies: A descriptive study on the attitudes of future primary education teachers. , 2016, , .		5
324	Networked youth research for empowerment in digital society. , 2016, , .		13

#	Article	IF	Citations
325	Heuristic evaluation of socialnet, the private social network for psychiatric patients and their relatives. , 2016, , .		1
326	Open innovation laboratories for social modeling sustainable society sensitive to social needs. , 2016, , .		2
327	A survey of resources for introducing coding into schools. , 2016, , .		41
328	Study of the Usability of the Private Social Network SocialNet using Heuristic Evaluation. , 2016, , .		4
329	Integration of the methods CBL and CBI for their application in the management of cooperative academic resources. , 2016, , .		9
330	Relationship of knowledge to learn in programming methodology and evaluation of computational thinking. , 2016, , .		12
331	Effects of Mobile Learning in Medical Education: A Counterfactual Evaluation. Journal of Medical Systems, 2016, 40, 136.	2.2	80
332	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
333	Usalpharma: A Software Architecture to Support Learning in Virtual Worlds. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2016, 11, 194-204.	0.7	9
334	Difluoromethylation of N-arylsulfonyl hydrazones with difluorocarbene leading to difluoromethyl aryl sulfones. RSC Advances, 2016, 6, 82298-82300.	1.7	7
335	Providing open access to PhD theses: visibility and citation benefits. Data Technologies and Applications, 2016, 50, 399-416.	0.8	14
336	PLEs in Mobile Contexts: New Ways to Personalize Learning. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2016, 11, 220-226.	0.7	3
337	Psychiatric Patients Tracking Through a Private Social Network for Relatives: Development and Pilot Study. Journal of Medical Systems, 2016, 40, 172.	2.2	7
338	Methodological proposal for massive training of Ecuador's civil servants, in the educational field, through MOOC courses on virtual learning environments. , 2016, , .		2
339	Personalized contents based on cognitive level of student's computational thinking for learning basic competencies of programming using an environment b-learning. , 2016, , .		7
340	Analyzing navigation logs in MOOC. , 2016, , .		4
341	Assessment of pre-primary education pre-service teachers dispositional resistance to change using RCS. , 2016, , .		1
342	The use of online quizzes for continuous assessment and self-assessment of second-language learners. , 2016, , .		4

#	Article	IF	Citations
343	Architectural pattern to improve the definition and implementation of eLearning ecosystems. Science of Computer Programming, 2016, 129, 20-34.	1.5	47
344	Knowledge discovery in software teams by means of evolutionary visual software analytics. Science of Computer Programming, 2016, 121, 55-74.	1.5	14
345	Virtual Placements Management Process Supported by Technology: Proposal and First Results of the Semester of Code. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2016, 11, 47-54.	0.7	14
346	Technological Ecosystems. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2016, 11, 31-32.	0.7	8
347	Supporting, evaluating and validating informal learning. A social approach. Computers in Human Behavior, 2016, 55, 596-603.	5.1	29
348	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
349	Future Trends in the Design Strategies and Technological Affordances of E-Learning. , 2016, , 1-23.		87
350	Software Architectures Supporting Human-Computer Interaction Analysis: A Literature Review. Lecture Notes in Computer Science, 2016, , 125-136.	1.0	7
351	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
352	Cooperative Micro Flip Teaching. Lecture Notes in Computer Science, 2016, , 14-24.	1.0	23
353	Comprendiendo las barreras para el desarrollo de las prÃ¡cticas virtuales de los estudiantes en el Semester of Code. Education in the Knowledge Society, 2016, 17, 147-173.	2.0	4
354	La tercera misiÃ³n. Education in the Knowledge Society, 2016, 17, 7-18.	2.0	17
355	Do Mobile Technologies Have a Place in Universities?. Advances in Mobile and Distance Learning Book Series, 2016, , 25-52.	0.4	4
356	Join The Board. Advances in Civil and Industrial Engineering Book Series, 2016, , 15-31.	0.2	0
357	The Role of Gender in Technology Acceptance for Medical Education. , 2016, , 1013-1027.		0
358	A Research Contribution to the Analysis of Mobile Devices in Higher Education from Medical Students' Point of View. Advances in Mobile and Distance Learning Book Series, 2016, , 196-221.	0.4	0
359	La socializaciÃ³n como proceso clave en la gestiÃ³n del conocimiento. Education in the Knowledge Society, 2016, 17, 7-14.	2.0	6
360	La mentorizaciÃ³n Intercultural â€" El proyecto INTO. Education in the Knowledge Society, 2016, 17, 7-12.	2.0	9

#	Article	IF	Citations
361	Detection of non-formal and informal learning in Learning Communities supported by social networks in the context of a cooperative MOOC. , 2015, , .		4
362	Analysis of knowledge management experiences in spanish public administration. , 2015, , .		8
363	Epistemological and ontological spirals. Data Technologies and Applications, 2015, 49, 266-288.	0.8	38
364	Student perception of the use of a blended-learning model to improve grammatical competence. , 2015, , .		5
365	Analyzing the employability and employment factors of graduate students in Spain. , 2015, , .		11
366	Extending MOOC ecosystems using web services and software architectures. , 2015, , .		14
367	Doctoral consortium. , 2015, , .		6
368	A repository of students' resources to improve the teamwork competence acquisition. , 2015, , .		3
369	Developing a VLE to enable the innovative learning of english pronunciation. , 2015, , .		6
370	Synopsis of discussion session on defining a new quality protocol for medical apps. , 2015, , .		8
371	Design of the survey instrument to evaluate innovation in healthcare centers. , 2015, , .		2
372	Open access repositories as channel of publication scientific grey literature. , 2015, , .		15
373	Behavioral intention of use of mobile technologies among pre-service teachers: Implementation of a technology adoption model based on TAM with the constructs of compatibility and resistance to change. , 2015, , .		8
374	Mobile acceptance among pre-service teachers. , 2015, , .		10
375	Identifying educational innovation characteristics. , 2015, , .		3
376	To Be or Not to Be Successful?. Journal of Cases on Information Technology, 2015, 17, 51-71.	0.7	13
377	Mobile personal learning environments. , 2015, , .		2
378	Engineering Contributions to a Multicultural Perspective of the Knowledge Society. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2015, 10, 17-18.	0.7	46

#	Article	IF	Citations
379	Definition of a technological ecosystem for scientific knowledge management in a PhD programme. , 2015, , .		43
380	Educational innovation management. , 2015, , .		6
381	Faat. , 2015, , .		8
382	Learning services-based technological ecosystems. , 2015, , .		28
383	Design of an innovative approach based on service learning for information technology governance teaching. , 2015, , .		6
384	Rethinking informal learning. , 2015, , .		1
385	Designing an informal learning support framework. , 2015, , .		1
386	Tap into visual analysis of customization of grouping of activities in eLearning. Computers in Human Behavior, 2015, 47, 60-67.	5.1	76
387	Discovering usage behaviors and engagement in an Educational Virtual World. Computers in Human Behavior, 2015, 47, 18-25.	5.1	60
388	Personal Learning Environments and Online Classrooms: An Experience With University Students. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2015, 10, 26-32.	0.7	21
389	Using Learning Analytics to improve teamwork assessment. Computers in Human Behavior, 2015, 47, 149-156.	5.1	136
390	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
391	Exploring Student Interactions: Learning Analytics Tools for Student Tracking. Lecture Notes in Computer Science, 2015, , 50-61.	1.0	17
392	An Empirical Assessment of a Technology Acceptance Model for Apps in Medical Education. Journal of Medical Systems, 2015, 39, 176.	2.2	79
393	Exploring Software Engineering Subjects by Using Visual Learning Analytics Techniques. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2015, 10, 242-252.	0.7	14
394	Semester of Code: Piloting virtual placements for informatics across Europe. , 2015, , .		8
395	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
396	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

#	Article	IF	Citations
397	Una revisiÃ³n actualizada del concepto de eLearning. DÃ©cimo Aniversario. Education in the Knowledge Society, 2015, 16, 119-144.	2.0	126
398	ArtesanÃa digital y modernidad educativa. Education in the Knowledge Society, 2015, 16, 13-31.	2.0	4
399	CÃ³mo entender el concepto de presencialidad en los procesos educativos en el siglo XXI. Education in the Knowledge Society, 2015, 16, 6-12.	2.0	10
400	InformÃ¡tica Educativa y EducaciÃ³n en InformÃ¡tica. Education in the Knowledge Society, 2015, 16, 25-31.	2.0	6
401	Mapa de tendencias en InnovaciÃ³n Educativa. Education in the Knowledge Society, 2015, 16, 6-23.	2.0	33
402	Espirales de conocimiento, espirales de reconocimiento, espirales de amistad. Education in the Knowledge Society, 2015, 16, 6-12.	2.0	3
403	Un punto de reflexiÃ³n. Education in the Knowledge Society, 2015, 16, 6-18.	2.0	8
404	Technological ecosystems for enhancing multiculturality doctoral consortium. , 2014, , .		10
405	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
406	Validation of informal learning. , 2014, , .		2
407	Knowledge Spirals in Higher Education Teaching Innovation. International Journal of Knowledge Management, 2014, 10, 16-37.	0.7	60
408	A case study for measuring Informal Learning in PLEs. International Journal of Emerging Technologies in Learning, 2014, 9, 47.	0.8	11
409	ICTs integration in education. , 2014, , .		19
410	Visual analytical model for educational data. , 2014, , .		3
411	Social network analysis approaches for social learning support. , 2014, , .		9
412	A systematic review of using mobile devices in medical education. , 2014, , .		9
413	Learning management system: evolving from silos to structures. Interactive Learning Environments, 2014, 22, 143-145.	4.4	16
414	Design and development of a Learning Analytics system to evaluate group work competence. , 2014, , .		7

#	Article	IF	Citations
415	Mobile Personal Learning Applied to a Software Engineering Subject. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2014, 9, 114-121.	0.7	3
416	Virtual placements for informatics students in open source business across Europe. , 2014, , .		4
417	Playing with SHULE. , 2014, , .		6
418	Analysis of certificated mobile application for medical education purposes. , 2014, , .		12
419	Visual learning analytics techniques applied in software engineering subjects. , 2014, , .		10
420	Differences and similarities in use and acceptance of PLEs between universities in Ecuador and Spain. , 2014, , .		4
421	Innovating in the Engineering Processes: Engineering as a Means of Innovation. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2014, 9, 131-132.	0.7	4
422	Knowledge management ecosystem based on drupal platform for promoting the collaboration between public administrations. , 2014, , .		7
423	Educational Software: Case Studies and Development Methods [Guest editorial]. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2014, 9, 41-42.	0.7	1
424	Learning content management systems for the definition of adaptive learning environments. , 2014, , .		10
425	Mobile apps repository for older people. , 2014, , .		7
426	Using software architectures to retrieve interaction information in eLearning environments. , 2014, , .		3
427	An evolving Learning Management System for new educational environments using 2.0 tools. Interactive Learning Environments, 2014, 22, 188-204.	4.4	67
428	Defining Generic Data Collectors for Learning Analytics: Facing Up the Heterogeneous Data from Heterogeneous Environments. , 2014, , .		6
429	Towards mobile personal learning environments (MPLE) in higher education. , 2014, , .		6
430	Mobile learning adoption from informal into formal. , 2014, , .		16
431	A method of assessing academic learning experiences in virtual learning environments. IEEE Latin America Transactions, 2014, 12, 219-226.	1.2	4
432	Applied educational innovation MOOC. , 2014, , .		7

#	Article	IF	Citations
433	Using OWL-VisMod through a decision-making process for reusing OWL ontologies. Behaviour and Information Technology, 2014, 33, 426-442.	2.5	12
434	Analytics of information flows and decision making in heterogeneous learning ecosystems. , 2014, , .		2
435	Improving the MOOC learning outcomes throughout informal learning activities. , 2014, , .		17
436	Students' essential characteristics for learning english in a hypermedia modular model. , 2014, , .		6
437	Architectural pattern for the definition of eLearning ecosystems based on Open Source developments. , 2014, , .		19
438	Using informal learning for business decision making and knowledge management. Journal of Business Research, 2014, 67, 686-691.	5.8	26
439	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
440	Implementation and design of a service-based framework to integrate personal and institutional learning environments. Science of Computer Programming, 2014, 88, 41-53.	1.5	30
441	Monitoring and feedback of learning processes in virtual worlds through analytics architectures: A real case. , 2014, , .		12
442	Development of e-Learning Solutions: Different Approaches, a Common Mission. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2014, 9, 72-80.	0.7	19
443	Human behaviors in computer-based education systems. Computers in Human Behavior, 2014, 31, 432-433.	5.1	3
444	Informal learning recognition through a cloud ecosystem. Future Generation Computer Systems, 2014, 32, 282-294.	4.9	78
445	Teachersâ€™ attitude regarding the use of ICT. A factor reliability and validity study. Computers in Human Behavior, 2014, 31, 509-516.	5.1	63
446	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
447	Assessing the effectiveness of a technological model to improve written skills in english in higher education. , 2014, , .		9
448	A social framework for supporting, evaluating and validating informal learning. , 2014, , .		3
449	First approach of mobile applications study for medical education purposes. , 2014, , .		5
450	Problems and opportunities in the use of technology to manage informal learning. , 2014, , .		6

#	Article	IF	Citations
451	Developing win-win solutions for virtual placements in informatics. , 2014, , .		10
452	Comparison of the use of personal learning environments (PLE) between students from Chile and Ecuador. , 2014, , .		2
453	Mobile Apps for Older Users â€" The Development of a Mobile Apps Repository for Older People. Lecture Notes in Computer Science, 2014, , 117-126.	1.0	24
454	Transferring knowledge and experiences from informal to formal learning contexts. , 2014, , .		4
455	Formación 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
456	SABUMO-dTest: Design and evaluation of an intelligent collaborative distributed testing framework. Computer Science and Information Systems, 2014, 11, 29-45.	0.7	11
457	Analítica visual en <i>e-learning</i>. Profesional De La Informacion, 2014, 23, 236-245.	2.7	41
458	Pedagogical Patterns and Online Teaching. Advances in Educational Technologies and Instructional Design Book Series, 2014, , 298-316.	0.2	11
459	TRAILER. International Journal of Human Capital and Information Technology Professionals, 2014, 5, 1-17.	0.5	4
460	Educational Innovation Successful Cases: Part 1. Journal of Cases on Information Technology, 2014, 16, 1-3.	0.7	3
461	Understanding mobile learning: devices, pedagogical implications and research lines. Education in the Knowledge Society, 2014, 15, 20-42.	2.0	33
462	Impact of the Objective Evaluation of Clinical and Surgical Basic Skills (CSBS) On Medicine Students (Spain). Journal of Information Technology Research, 2014, 7, 52-62.	0.3	0
463	Educación en abierto: Integración de un MOOC con una asignatura académica. Education in the Knowledge Society, 2014, 15, 233-255.	2.0	21
464	Application of a mobile personal learning environment to a computer science subject. , 2013, , .		0
465	Managing informal learning in engineering contexts: The learners' perspective. , 2013, , .		3
466	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
467	Competence gaps in software personnel: A multi-organizational study. Computers in Human Behavior, 2013, 29, 456-461.	5.1	81
468	Humanâ€"computer interaction in evolutionary visual software analytics. Computers in Human Behavior, 2013, 29, 486-495.	5.1	27

#	Article	IF	Citations
469	Modeling TRAILER project methodology for the recognition, tagging and acknowledge of informal learning activities. , 2013, , .		1
470	Education in knowledge society. , 2013, , .		89
471	The evolution of the technological ecosystems. , 2013, , .		40
472	Reveal the Relationships among Students Participation and Their Outcomes on E-Learning Environments: Case Study. , 2013, , .		6
473	A methodology proposal for developing adaptive cMOOC. , 2013, , .		51
474	Mobile learning. , 2013, , .		13
475	Formal and informal learning experiences in multicultural scopes. , 2013, , .		5
476	Tap into visual analysis of the customization of grouping of activities in eLearning. , 2013, , .		3
477	Contribution of virtual classrooms to the personal learning environments (PLE) of the students of the career of informatics applied to education of National University of Chimborazo. , 2013, , .		8
478	Using the TRAILER tool for managing informal learning in academic and professional contexts. , 2013, , .		5
479	Knowledge management system for applying educational innovative experiences. , 2013, , .		14
480	Impact of scientific content in open access institutional repositories. , 2013, , .		10
481	Analyzing users' movements in virtual worlds. , 2013, , .		2
482	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
483	A Mobile Personal Learning Environment Approach. Lecture Notes in Computer Science, 2013, , 132-141.	1.0	7
484	A Tool to Aid Institutions Recognize Their Employees Competences Acquired by Informal Learning. Lecture Notes in Computer Science, 2013, , 552-555.	1.0	5
485	Electronic Government Systems for e-Procurement Procedure in the EU. , 2013, , 29-51.		3
486	Mobile Learning as an Asset for Development: Challenges and Oportunities. Communications in Computer and Information Science, 2013, , 244-250.	0.4	2

#	Article	IF	Citations
487	Science 2.0 supported by open access repositories and open linked data. , 2013, , .		1
488	Learning Object Model and Framework Design for the Digital Modules Production. , 2013, , 28-36.		0
489	Framework Entrepreneurship Process. Advances in Educational Marketing, Administration, and Leadership Book Series, 2013, , 228-254.	0.1	2
490	Personal Learning Environments and the Integration with Learning Management Systems. Communications in Computer and Information Science, 2013, , 16-21.	0.4	2
491	Studentsâ€™ Active Role on the Assessment of Learning Results in Blended-Learning Environments in Engineering in Spain. Communications in Computer and Information Science, 2013, , 408-415.	0.4	0
492	Multicultural Approach to Learning History and Geography at School in Europe. , 2013, , 1-8.		0
493	A Framework for the Evolutionary Visual Software Analytics Process. Communications in Computer and Information Science, 2013, , 439-447.	0.4	1
494	Integration of Google Docs as a Collaborative Activity within the LMS Using IMS BasicLTI. Communications in Computer and Information Science, 2013, , 677-683.	0.4	3
495	Join the board. , 2013, , .		3
496	Improving Learning Object Quality. International Journal of Distance Education Technologies, 2012, 10, 1-16.	1.9	9
497	Adaptive Assessments using Open Specifications. International Journal of Distance Education Technologies, 2012, 10, 56-71.	1.9	3
498	Analyzing Human Resource Management Practices Within the GSD Context. Journal of Global Information Technology Management, 2012, 15, 30-54.	0.5	43
499	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
500	Informal learning in work environments: training with the Social Web in the workplace. Behaviour and Information Technology, 2012, 31, 753-755.	2.5	115
501	MyElvin. International Journal of Knowledge Society Research, 2012, 3, 26-39.	0.8	14
502	Towards an ontology modeling tool. A validation in software engineering scenarios. Expert Systems With Applications, 2012, 39, 11468-11478.	4.4	41
503	De los recursos didÃ¡cticos para el aula a los contenidos para espacios virtuales educativos con componentes activos y herramientas de autor. Revista EducaciÃ³n, 2012, 28, 203.	0.2	2
504	MetodologÃa para determinar atributos y mÃ©tricas de calidad en sistemas hipermedia adaptativos educativos basados en estilos de aprendizaje. Revista EducaciÃ³n, 2012, 29, 91.	0.2	2

#	Article	IF	Citations
505	Through the Data Modelling Process of Turimov, an Ontology-Based Project for Mobile Intelligent Systems. Advances in Intelligent and Soft Computing, 2012, , 77-84.	0.2	0
506	How to Define and Apply Mobile Personal Learning Environments. , 2012, , .		2
507	Clustering Projects for eLearning Interoperability. Journal of Universal Computer Science, 2012, 18, .	0.6	6
508	Maleku: An evolutionary visual software analysis tool for providing insights into software evolution. , 2011, , .		9
509	Interoperability Scenarios to Measure Informal Learning Carried Out in PLEs. , 2011, , .		8
510	Supporting Moodle-Based Lesson through Visual Analysis. Lecture Notes in Computer Science, 2011, , 604-607.	1.0	2
511	Web services layer for Moodle 2.0: a new area of possibilities in web based learning. International Journal of Technology Enhanced Learning, 2011, 3, 308.	0.4	9
512	Continuous assessment in software engineering. International Journal of Teaching and Case Studies, 2011, 3, 47.	0.1	2
513	Promoting quality during learning-object management through experts and users. International Journal of Technology Enhanced Learning, 2011, 3, 190.	0.4	1
514	Learning European history and geography in a multicultural and ICT perspective. International Journal of Technology Enhanced Learning, 2011, 3, 343.	0.4	4
515	Reveling the Evolution of Semantic Content through Visual Analysis. , 2011, , .		3
516	Semantic Zoom: A Details on Demand Visualisation Technique for Modelling OWL Ontologies. Advances in Intelligent and Soft Computing, 2011, , 85-92.	0.2	5
517	Analysis of the OWL ontologies: A survey. Scientific Research and Essays, 2011, 6, 4318-4329.	0.1	3
518	AHKME eLearning Information System. International Journal of Knowledge Society Research, 2011, 2, 71-79.	0.8	0
519	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
520	A middleware framework to create data structures for a visual analytics object oriented approach. International Journal of Knowledge and Learning, 2010, 6, 256.	0.1	0
521	Moodle HEODAR implementation and its implantation in an academic context. International Journal of Technology Enhanced Learning, 2010, 2, 241.	0.4	5
522	Assessment of a blended-learning methodology in engineering. International Journal of Technology Enhanced Learning, 2010, 2, 347.	0.4	5

#	Article	IF	Citations
523	Qualified Dublin Core Metadata Best Practices for GREDOS. Journal of Library Metadata, 2010, 10, 13-36.	0.6	13
524	Open knowledge: challenges and facts. Online Information Review, 2010, 34, 520-539.	2.2	112
525	Towards eLearning 2.0 University. Interactive Learning Environments, 2010, 18, 199-201.	4.4	45
526	A Survey on Ontology Metrics. Communications in Computer and Information Science, 2010, , 22-27.	0.4	27
527	Web-Based Learning Information System for Web 3.0. Communications in Computer and Information Science, 2010, , 196-201.	0.4	4
528	Retrieval Information Model for Moodle Data Visualization. , 2010, , .		5
529	Open Integrated Personal Learning Environment: Towards a New Conception of the ICT-Based Learning Processes. Communications in Computer and Information Science, 2010, , 115-124.	0.4	2
530	Open knowledge management in higher education. Online Information Review, 2010, 34, .	2.2	10
531	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
532	Defining Adaptive Assessments Using Open Specifications. , 2010, , 189-193.		0
533	Visualization of Large Software Projects by using Advanced Techniques. , 2010, , 325-330.		0
534	A European Languages Virtual Network Proposal. Communications in Computer and Information Science, 2010, , 26-33.	0.4	0
535	Multicultural Interdisciplinary Handbook (MIH): Tools for Learning History and Geography in a Multicultural and ICT Perspective. Communications in Computer and Information Science, 2010, , 374-378.	0.4	3
536	Moodle 2.0 Web Services Layer and Its New Application Contexts. Communications in Computer and Information Science, 2010, , 110-116.	0.4	4
537	Use of the Question and Test Specification to Define Adaptive Test. Communications in Computer and Information Science, 2010, , 13-21.	0.4	1
538	Adaptive Assessments using Open Standards. , 2010, , 19-24.		0
539	SOA Initiatives for eLearning: A Moodle Case. , 2009, , .		12
540	Combined visualization of structural and metric information for software evolution analysis. , 2009, , .		9

#	Article	IF	Citations
541	Supporting user-oriented analysis for multi-view domain-specific visual languages. Information and Software Technology, 2009, 51, 769-784.	3.0	167
542	Interoperability for LMS: The Missing Piece to Become the Common Place for Elearning Innovation. Lecture Notes in Computer Science, 2009, , 286-295.	1.0	7
543	A student-centered learning model applied in an introductory Software Engineering course. , 2009, , .		1
544	Adapting LMS Architecture to the SOA: An Architectural Approach. , 2009, , .		14
545	Learning objects quality management for e-learning systems. International Journal of Technology Enhanced Learning, 2009, 1, 193.	0.4	3
546	Metadata and knowledge management driven web-based learning information system. International Journal of Technology Enhanced Learning, 2009, 1, 215.	0.4	5
547	A Middleware Framework to Create and Manage Data Structures for Visual Analytics. Communications in Computer and Information Science, 2009, , 466-473.	0.4	0
548	APPLICATIONS OF SERVICE ORIENTED ARCHITECTURE FOR THE INTEGRATION OF LMS AND m-LEARNING APPLICATIONS. , 2009, , .		1
549	Personal Health Monitor. Studies in Computational Intelligence, 2009, , 465-475.	0.7	3
550	Learning Objects Quality: Moodle HEODAR Implementation. Lecture Notes in Computer Science, 2009, , 88-97.	1.0	2
551	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
552	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
553	Recent Advances in Learning and Control. Lecture Notes in Control and Information Sciences, 2008, , .	0.6	40
554	Supporting the understanding of the evolution of software items. , 2008, , .		2
555	Understanding Educational Relationships in Moodle with ViMoodle. , 2008, , .		12
556	Multiagent system for learning objects retrieval with context attributes. International Journal of Computer Applications in Technology, 2008, 33, 320.	0.3	2
557	Learning Objects for eLearning Systems. Communications in Computer and Information Science, 2008, , 153-162.	0.4	5
558	Metadata and Knowledge Management Driven Web-Based Learning Information System. Communications in Computer and Information Science, 2008, , 308-313.	0.4	4

#	Article	IF	Citations
559	Purchasing as an Integrated Competence. , 2008, , 1309-1316.		1
560	OPEN SOURCE LMS CUSTOMIZATION - A Moodle Stadistical Control Aplication. , 2008, , .		0
561	Online Tutoring and Mentoring. , 2008, , 1120-1127.		7
562	Quality Learning Objective in Instructional Design. , 2008, , 1325-1332.		0
563	Learning Object Evaluation. , 2008, , 800-807.		0
564	RESEARCH ON LEARNING-OBJECT MANAGEMENT. , 2008, , .		2
565	AN EVALUATION INSTRUMENT FOR LEARNING OBJECT QUALITY AND MANAGEMENT. , 2008, , .		2
566	Philosophical and Epistemological Basis for Building a Quality Online Training Methodology. , 2008, , 46-60.		2
567	Lifelong learning online tutoring methodology approach. International Journal of Continuing Engineering Education and Life-Long Learning, 2007, 17, 479.	0.1	6
568	Collaborative multimedia environment for chess teaching. International Journal of Computer Applications in Technology, 2007, 29, 54.	0.3	4
569	Excellence in Virtual Education. Journal of Cases on Information Technology, 2007, 9, 61-74.	0.7	3
570	The Use of Information Visualization to Support Software Configuration Management. Lecture Notes in Computer Science, 2007, , 317-331.	1.0	8
571	DEFINING ADAPTIVE ASSESSMENTS - Construction of Adaptive Assessments Based in the Learning Style of the Students. , 2007, , .		0
572	KEY ISSUES FOR LEARNING OBJECTS EVALUATION. , 2007, , .		5
573	An Authoring Tool to Construct Adaptive Assessments. , 2007, , 133-137.		0
574	A Web-Based Learning Information System - AHKME. , 2007, , 623-632.		0
575	E-Docent: A Tool For The Creation Of Teaching Environments With Support For Educator Coordination. , 2006, , .		0
576	Authoring Adaptive Learning Designs Using IMS LD. Lecture Notes in Computer Science, 2006, , 31-40.	1.0	10

#	Article	IF	Citations
577	AN AUTHORING TOOL TO DEVELOP ADAPTIVE ASSESSMENTS - Proposal Model to Construct Adaptive Assessment Items. , 2006, , .		0
578	LEARNING OBJECT MANAGEMENT AND EVALUATION - Working with IMS Specifications and Metadata on AHKME LOM Tool. , 2006, , .		0
579	Learning technology specifications: semantic objects for adaptive learning environments. International Journal of Learning Technology, 2005, 1, 458.	0.2	30
580	Authoring tools for adaptive learning designs in computer-based education. , 2005, , .		4
581	The impact of metadata on AHKME e-learning platform. , 2005, , .		1
582	Educational hypermedia resources facilitator. Computers and Education, 2005, 44, 301-325.	5.1	27
583	IMS LD reusable elements for adaptive learning designs. Journal of Interactive Media in Education, 2005, 2005, 12.	1.1	19
584	Software Modeling Techniques for a First Course in Software Engineering: A Workshop-Based Approach. IEEE Transactions on Education, 2004, 47, 180-187.	2.0	8
585	Building knowledge discovery-driven models for decision support in project management. Decision Support Systems, 2004, 38, 305-317.	3.5	23
586	A open model to define adaptive educational hypermedia systems based on learning technology specifications. , 2004, , .		3
587	Adaptive Educational Hypermedia Proposal Based on Learning Styles and Quality Evaluation. Lecture Notes in Computer Science, 2004, , 316-319.	1.0	6
588	Mining Interesting Association Rules for Prediction in the Software Project Management Area. Lecture Notes in Computer Science, 2004, , 341-350.	1.0	4
589	Using Association Analysis of Web Data in Recommender Systems. Lecture Notes in Computer Science, 2004, , 11-20.	1.0	8
590	Towards Adaptive Learning Designs. Lecture Notes in Computer Science, 2004, , 372-375.	1.0	4
591	HyCo â€" An Authoring Tool to Create Semantic Learning Objects for Web-Based E-learning Systems. Lecture Notes in Computer Science, 2004, , 344-348.	1.0	5
592	An Architecture for Personalized Systems Based on Web Mining Agents. Lecture Notes in Computer Science, 2004, , 563-567.	1.0	0
593	DocFlow: workflow based requirements elicitation. Information and Software Technology, 2003, 45, 357-369.	3.0	2
594	Introducing systematic reuse in mainstream software process. , 2003, , .		3

#	Article	IF	Citations
595	Software Process and Reuse: A Required Unification. Lecture Notes in Computer Science, 2003, , 356-367.	1.0	0
596	User Profiling Capabilities in OOWS. Lecture Notes in Computer Science, 2003, , 486-496.	1.0	3
597	A Web-Based E-commerce Facilitator Intermediary for Small and Medium Enterprises: A B2B/B2C Hybrid Proposal. Lecture Notes in Computer Science, 2002, , 47-56.	1.0	2
598	Automatic Generation of Use Cases from Workflows: A Petri Net Based Approach. Lecture Notes in Computer Science, 2002, , 279-293.	1.0	1
599	Early metrics for object oriented information systems. , 2001, , 414-425.		4
600	An experience of a CORBA based architecture for computer integrated manufacturing. , 0, , .		3
601	Towards semantic metadata for i learning elements , i. , 0, , .		4
602	Educational Technological Specifications to support Distance Education in an E-Learning Platform. , 0, , .		2
603	Transformación digital en las universidades: Implicaciones de la pandemia de la COVID-19. Education in the Knowledge Society, 0, 22, e25465.	2.0	59
604	La evaluación online en la educación superior en tiempos de la COVID-19. Education in the Knowledge Society, 0, 21, 26.	2.0	161
605	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
606	La investigación universitaria sobre el blended learning en Perú: campos de conocimiento y tendencias metodológicas. Revista Educación, 0, , .	0.2	2
607	Supporting the Quality of Learning Objects Through Their Ranking Visualization. International Journal of Emerging Technologies in Learning, 0, 4, 24.	0.8	4
608	Software Advances in Education Computing. International Journal of Emerging Technologies in Learning, 0, 4, 4.	0.8	0
609	Veinte aniversario de la revista EKS. Education in the Knowledge Society, 0, 20, 20.	2.0	0
610	Los retos de EKS para 2020. Education in the Knowledge Society, 0, 21, 8.	2.0	0
611	AHKME eLearning Information System. , 0, , 283-291.		0
612	Assessing the Effectiveness of Interactive and Collaborative Resources to Improve Reading and Writing in English. , 0, , 1047-1067.		0

#	Article	IF	Citations
613	To Be or Not to Be Successful?. , 0, , 1948-1969.		0
614	La evaluación de la producción científica a debate. Education in the Knowledge Society, 0, 23, e28139.	2.0	5
615	Desarrollo de estados de la cuestión robustos: Revisiones Sistemáticas de Literatura. Education in the Knowledge Society, 0, 23, e28600.	2.0	43