

Jack Fernando Bravo-Torres

List of Publications by Year in descending order

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Version: 2024-02-01

50
papers

187
citations

1684188

5
h-index

1474206

9
g-index

52
all docs

52
docs citations

52
times ranked

149
citing authors

#	ARTICLE	IF	CITATIONS
1	VaNetChain: A Framework for Trustworthy Exchanges of Information in VANETs Based on Blockchain and a Virtualization Layer. Applied Sciences (Switzerland), 2020, 10, 7930.	2.5	6
2	Restricted Interest-Based Adaptation of Avatar for Interaction with Children with Autism Spectrum Disorder. IFMBE Proceedings, 2019, , 863-866.	0.3	1
3	Experiences from placingStack Overflowat the core of an intermediate programming course. Computer Applications in Engineering Education, 2019, 27, 698-707.	3.4	2
4	Sporadic Cloud-Based Mobile Augmentation on the Top of a Virtualization Layer: A Case Study of Collaborative Downloads in VANETs. Journal of Advanced Transportation, 2019, 2019, 1-21.	1.7	1
5	Social Network to Improve the Educational Experience with the Deployment of Different Learning Models. Lecture Notes in Social Networks, 2019, , 1-25.	0.1	0
6	Efficient and viable intersection-based routing in VANETs on top of a virtualization layer. Annales Des Telecommunications/Annals of Telecommunications, 2018, 73, 317-328.	2.5	4
7	AVATAR: Contribution to Human-Computer interaction processes through the adaptation of semi-personalized virtual agents. , 2018, , .		6
8	Platform for the creation of dental case studies as a learning tool. , 2018, , .		0
9	Intersection Intelligence: Supporting Urban Platooning with Virtual Traffic Lights over Virtualized Intersection-Based Routing. Sensors, 2018, 18, 4054.	3.8	10
10	Implementation of a multi-environment learning/teaching platform to improve the dental education quality. , 2018, , .		0
11	SAFER: A Context-Aware Ubiquitous Assistance Platform for Elderly Care. IFMBE Proceedings, 2017, , 349-352.	0.3	3
12	Combining LDPC codes, M-QAM modulations, and IFDMA multiple-access to achieve 5G requirements. , 2017, , .		8
13	OPPIA: A multi-model platform for e-learning. , 2017, , .		4
14	Stimulating social interaction among elderly people through sporadic social networks. , 2017, , .		6
15	Internet of Things as an attack vector to critical infrastructures of cities. , 2017, , .		7
16	Evaluation of an SDN-WAN controller applied to services hosted in the cloud. , 2017, , .		6
17	Living lab concept for cloud analysis in networks of metropolitan sensors applying the concept of SD-WAN and hybrid networks. , 2017, , .		3
18	Leveraging short-lived learning networks to encourage collaborative peer learning. , 2017, , .		2

#	ARTICLE	IF	CITATIONS
19	A platform for the stimulation of holistic learning in the teaching of Odontology. , 2017, , .		1
20	A context-aware platform for comprehensive care of elderly people: Proposed architecture. , 2017, , .		4
21	Social engineering as an attack vector for ransomware. , 2017, , .		21
22	Detection and recommendation of experts/authorities of Mendeley and Twitter topics for learning stimulation. , 2017, , .		0
23	DentaLAV: A virtual platform for dental multidisciplinary learning. , 2017, , .		1
24	AVATAR - Autism: Virtual agents to augment relationships in children - , 2017, , .		4
25	SOPPIA. , 2017, , .		3
26	Multi-Directional and multi-stage dissemination of ecuadorian media's news through twitter during the 30-S. , 2017, , .		1
27	Variations on intersection-based routing on top of a virtualization layer for vehicular ad-hoc networks. , 2016, , .		1
28	Leveraging proactive and reactive intersection-based routing protocols for collaborative downloading in VANETs. , 2016, , .		0
29	Exploiting Virtualization and Sporadic Clouds for Collaborative Downloading in VANETs: A New Networking as a Service Model. , 2016, , .		1
30	Optimizing Reactive Routing Over Virtual Nodes in VANETs. IEEE Transactions on Vehicular Technology, 2016, 65, 2274-2294.	6.3	26
31	OPPIA: A Context-Aware Ubiquitous Learning Platform to Exploit Short-Lived Student Networks for Collaborative Learning. , 2016, , .		8
32	Proactive Discovery and Management of Ride-Sharing Opportunities in Smart Vehicular Ad-Hoc Networks. Information Technology and Control, 2016, 45, .	2.1	0
33	SPORANGIUM: Exploiting a Virtualization Layer to Support the Concept of Sporadic Cloud Computing with Users on the Move. Advances in Intelligent Systems and Computing, 2015, , 959-966.	0.6	1
34	SPORANGIUM - validating the concept of sporadic social networks in pervasive applications. , 2015, , .		3
35	Performance analysis of a virtualization layer supporting P2P downloading of contents in VANETs. , 2015, , .		0
36	An improved virtualization layer to support distribution of multimedia contents in pervasive social applications. Journal of Network and Computer Applications, 2015, 51, 1-17.	9.1	3

#	ARTICLE	IF	CITATIONS
37	VaNetLayer: A virtualization layer supporting access to web contents from within vehicular networks. Journal of Computational Science, 2015, 11, 185-195.	2.9	12
38	Mobile data offloading in urban VANETs on top of a virtualization layer. , 2015, , .		6
39	S-CMA: sporadic cloud-based mobile augmentation supported by an ad-hoc cluster of moving handheld devices and a virtualization layer. , 2015, , .		2
40	An Efficient Combination of Topological and Geographical Routing for VANETs on Top of a Virtualization Layer. , 2015, , .		3
41	Connection sharing on top of a virtualization layer to support Vehicular Cloud Computing. , 2014, , .		0
42	Virtualization in VANETs to support the vehicular cloud — Experiments with the network as a service model. , 2014, , .		7
43	A Platform to Exploit Short-Lived Relationships among Mobile Users: A Case of Collective Immersive Learning. Communications in Computer and Information Science, 2014, , 384-395.	0.5	0
44	Leveraging short-lived social networks in vehicular environments. , 2013, , .		1
45	Virtual Virtual Circuits: One Step beyond Virtual Mobile Nodes in Vehicular Ad-Hoc Networks. , 2012, , .		1
46	A virtualization layer for mobile consumer devices to support demanding communication services in vehicular ad-hoc networks. , 2012, , .		0
47	HotMobile 2012. IEEE Pervasive Computing, 2012, 11, 84-87.	1.3	0
48	Experiences with virtual mobile nodes that do move in vehicular ad hoc networks. , 2012, , .		0
49	On the use of virtual mobile nodes with real-world considerations in vehicular ad hoc networks. , 2012, , .		3
50	Structuring knowledge as a strategy and tool for learning and evaluation in engineering education. , 0, , .		0