

Leonel Morgado

List of Publications by Year in descending order

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Version: 2024-02-01

89
papers

659
citations

759233

12
h-index

752698

20
g-index

93
all docs

93
docs citations

93
times ranked

488
citing authors

#	ARTICLE	IF	CITATIONS
1	Improving teaching and learning of computer programming through the use of the Second Life virtual world. <i>British Journal of Educational Technology</i> , 2011, 42, 624-637.	6.3	91
2	Exploring educational immersive videogames: an empirical study with a 3D multimodal interaction prototype. <i>Behaviour and Information Technology</i> , 2016, 35, 907-918.	4.0	34
3	Accessible Options for Deaf People in e-Learning Platforms: Technology Solutions for Sign Language Translation. <i>Procedia Computer Science</i> , 2015, 67, 263-272.	2.0	33
4	Using Second Life for Problem Based Learning in computer science programming. <i>Journal of Virtual Worlds Research</i> , 2009, 2, .	0.7	27
5	Online-Gym: A 3D Virtual Gymnasium Using Kinect Interaction. <i>Procedia Technology</i> , 2014, 13, 130-138.	1.1	24
6	Finding the Gaps about Uses of Immersive Learning Environments: A Survey of Surveys. <i>Journal of Universal Computer Science</i> , 2020, 26, 1043-1073.	0.8	24
7	Virtual Archaeology in Second Life and OpenSimulator. <i>Journal of Virtual Worlds Research</i> , 2013, 6, .	0.7	20
8	Using Second Life in Programmingâ€™s Communities of Practice. <i>Lecture Notes in Computer Science</i> , 2008, , 99-106.	1.3	18
9	Can Presence Improve Collaboration in 3D Virtual Worlds?. <i>Procedia Technology</i> , 2014, 13, 47-55.	1.1	17
10	Research priorities in immersive learning technology: the perspectives of the iLRN community. <i>Virtual Reality</i> , 2020, 24, 319-341.	6.1	17
11	Towards an Overarching Classification Model of CSCW and Groupware: A Socio-technical Perspective. <i>Lecture Notes in Computer Science</i> , 2012, , 41-56.	1.3	17
12	Development of a mechanical maintenance training simulator in OpenSimulator for F-16 aircraft engines. <i>Entertainment Computing</i> , 2014, 5, 347-355.	2.9	14
13	A Novel Tool for Immersive Authoring of Experiential Learning in Virtual Reality. , 2021, , .		13
14	Self-regulated Learning in Computer Programming: Strategies Students Adopted During an Assignment. <i>Communications in Computer and Information Science</i> , 2016, , 87-101.	0.5	12
15	Development of a Mechanical Maintenance Training Simulator in OpenSimulator for F-16 Aircraft Engines. <i>Procedia Computer Science</i> , 2012, 15, 248-255.	2.0	11
16	Serious Pervasive Games. <i>Frontiers in Computer Science</i> , 2020, 2, .	2.8	11
17	Computer-Simulated 3D Virtual Environments in Collaborative Learning and Training: Meta-Review, Refinement, and Roadmap. <i>Progress in IS</i> , 2016, , 403-440.	0.6	11
18	Preschool cookbook of computer programming topics. <i>Australasian Journal of Educational Technology</i> , 2010, 26, .	3.5	11

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19	Towards a specification of the ToonTalk language. Journal of Visual Languages and Computing, 2008, 19, 574-597.	1.8	9
20	Contextualization of programming learning: A virtual environment study. , 2008, , .		9
21	Technology Challenges of Virtual Worlds in Education and Training - Research Directions. , 2013, , .		9
22	Simplifying Crowd Automation in the Virtual Laboratory of Archaeology. Procedia Technology, 2014, 13, 56-65.	1.1	9
23	Towards an Immersive Learning Knowledge Tree - a Conceptual Framework for Mapping Knowledge and Tools in the Field. , 2021, , .		9
24	Privacy Challenges and Methods for Virtual Classrooms in Second Life Grid and OpenSimulator. , 2010, , .		8
25	Social networks, microblogging, virtual worlds, and Web 2.0 in the teaching of programming techniques for software engineering: A trial combining collaboration and social interaction beyond college. , 2012, , .		8
26	Model-Driven Generation of Multi-user and Multi-domain Choreographies for Staging in Multiple Virtual World Platforms. Lecture Notes in Computer Science, 2014, , 77-91.	1.3	8
27	Management of surgery waiting lists in the Portuguese public healthcare network: The information system for waiting list recovery programs. , 2016, , .		8
28	Self-regulated learning in higher education: strategies adopted by computer programming students when supported by the SimProgramming approach. Production, 2017, 27, .	1.3	8
29	SIMPROGRAMMING: THE DEVELOPMENT OF AN INTEGRATED TEACHING APPROACH FOR COMPUTER PROGRAMMING IN HIGHER EDUCATION. INTED Proceedings, 2016, , .	0.0	8
30	A Software Architecture for Collaborative Training in Virtual Worlds: F-16 Airplane Engine Maintenance. Lecture Notes in Computer Science, 2011, , 102-109.	1.3	8
31	Unifying Protocols for Conducting Systematic Scoping Reviews with Application to Immersive Learning Research. , 2020, , .		8
32	Interconnecting virtual worlds. Journal of Virtual Worlds Research, 2009, 1, .	0.7	7
33	Co-regulated Learning in Computer Programming: Students Co-reflection About Learning Strategies Adopted During an Assignment. Communications in Computer and Information Science, 2019, , 13-28.	0.5	7
34	Usability Test of 3Dconnexion 3D Mice Versus Keyboard+Mouse in Second Life Undertaken by People with Motor Disabilities due to Medullary Lesions. Procedia Computer Science, 2012, 14, 119-127.	2.0	6
35	Enhancing Studentsâ€™ Motivation to Learn Software Engineering Programming Techniques: A Collaborative and Social Interaction Approach. Lecture Notes in Computer Science, 2015, , 189-201.	1.3	6
36	Use of a virtual world system in sports coach education for reproducing team handball movements. Journal of Virtual Worlds Research, 2009, 2, .	0.7	5

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37	Development of platform-independent multi-user choreographies for virtual worlds based on ontology combination and mapping. , 2012, , .		5
38	Tele-Media-Art:Feasibility Tests of Web-Based Dance Education for the Blind Using Kinect and Sound Synthesis of Motion. International Journal of Technology and Human Interaction, 2019, 15, 11-28.	0.4	5
39	SME Managersâ€™ Most Important Entrepreneurship and Business Competences. Communications in Computer and Information Science, 2010, , 274-282.	0.5	5
40	Potential of virtual worlds for marketing tests of product prototypes. Journal of the Textile Institute, 2012, 103, 960-967.	1.9	4
41	Cultural Awareness and Personal Customization of Gestural Commands Using a Shamanic Interface. Procedia Computer Science, 2014, 27, 449-459.	2.0	4
42	Usability test of 3Dconnexion 3D mice versus keyboard+mouse in Second Life undertaken by people with motor disabilities due to medullary lesions. Universal Access in the Information Society, 2015, 14, 5-16.	3.0	4
43	Metacognitive challenges to support self-reflection of students in online Software Engineering Education. , 2021, , .		4
44	Non-verbal Aspects of Collaboration in Virtual Worlds: a CSCW Taxonomy-development Proposal Integrating the Presence Dimension. Journal of Universal Computer Science, 2021, 27, 913-954.	0.8	4
45	Challenges Implementing the SimProgramming Approach in Online Software Engineering Education for Promoting Self and Co-regulation of Learning. , 2020, , .		4
46	Preserving story choreographies across multiple platforms. , 2019, , .		4
47	A virtual environment study in entrepreneurship education of young children. Journal of Virtual Worlds Research, 2009, 2, .	0.7	3
48	Second Life Information Desk System Using Instant Messaging and Short Messaging Service Technologies. , 2009, , .		3
49	ArchHouseGenerator â€œ A Framework for House Generation. Journal of Virtual Worlds Research, 2010, 2, .	0.7	3
50	Mechanisms of three-dimensional content transfer between the OpenSimulator and the Second Life GridÂ® platforms. Journal of Gaming and Virtual Worlds, 2013, 5, 41-57.	0.4	3
51	Meta-theoretic Assumptions and Bibliometric Evidence Assessment on 3-D Virtual Worlds as Collaborative Learning Ecosystems. Journal of Virtual Worlds Research, 2014, 7, .	0.7	3
52	Online-Gym: Multiuser Virtual Gymnasium Using RINIONS and Multiple Kinect Devices. , 2014, , .		3
53	Integration scenarios of virtual worlds in learning management systems using the MULTIS approach. Personal and Ubiquitous Computing, 2017, 21, 965-975.	2.8	3
54	Motivating Students to Learn Computer Programming in Higher Education: The SimProgramming Approach. Communications in Computer and Information Science, 2021, , 506-518.	0.5	3

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55	Procedural Virtual Worlds. Advances in Social Networking and Online Communities Book Series, 0, , 16-32.	0.4	3
56	TEL Practices in Preschool and Kindergarten Education. , 2008, , 28-56.		3
57	Planning of a usability test for 3D controllers in Second Life / OpenSimulator virtual worlds. , 2011, , .		2
58	Demo: Multi-user virtual world simulator of F-16 aircraft engine mechanical maintenance. , 2013, , .		2
59	Cities in Citizensâ€™ Hands. Procedia Computer Science, 2015, 67, 430-438.	2.0	2
60	Separating Gesture Detection and Application Control Concerns with a Multimodal Architecture. , 2015, , .		2
61	Fitting three dimensional virtual worlds into CSCW. , 2015, , .		2
62	Integrating Virtual Worlds with Learning Management Systems: The MULTIS Approach. , 2016, , .		2
63	mHealth initiatives in Portugal. , 2017, , .		2
64	Narrative-Driven Immersion and Students' Perceptions in an Online Software Programming Course. , 2021, , .		2
65	BIZZY â€“ A Social Game for Entrepreneurship Education. Lecture Notes in Computer Science, 2014, , 33-41.	1.3	2
66	Impact of Non-verbal Communication on Collaboration in 3D Virtual Worlds: Case Study Research in Learning of Aircraft Maintenance Practices. Communications in Computer and Information Science, 2017, , 25-34.	0.5	2
67	Internet das Coisas e EducaÃ§Ã£o: uma revisÃ£o sistemÃ¡tica da literatura. Research, Society and Development, 2020, 9, e6039119674.	0.1	2
68	SimProgramming: uma abordagem motivacional para a aprendizagem de alunos intermediÃ¡rios de programaÃ§Ã£o. , 0, , .		2
69	EducaÃ§Ã£o e transformaÃ§Ã£o digital: o habitar do ensinar e do aprender, epistemologias reticulares e ecossistemas de inovaÃ§Ã£o. Interfaces Da EducaÃ§Ã£o, 2020, 11, 764-790.	0.0	2
70	Children as Active Partners: Strategies for Collaboration in Spatial Tasks through Virtual Worlds. , 2008, , .		1
71	A Technological Proposal Using Virtual Worlds to Support Entrepreneurship Education for Primary School Children. Advances in Intelligent Systems and Computing, 2018, , 70-77.	0.6	1
72	Using BPMN to Identify Indicators for Teacher Intervention in Support of Self-regulation and Co-regulation of Learning in Asynchronous e-learning. Communications in Computer and Information Science, 2021, , 210-222.	0.5	1

#	ARTICLE	IF	CITATIONS
73	Videogame Agency as a Bio-costs Contract. Journal of Science and Technology of the Arts, 2018, 10, 2.	0.4	1
74	MobMaps: Towards a Shared Environment for Collaborative Social Activism. Lecture Notes in Computer Science, 2009, , 295-302.	1.3	1
75	Staging Choreographies for Team Training in Multiple Virtual Worlds Based on Ontologies and Alignments. Lecture Notes in Computer Science, 2014, , 105-115.	1.3	1
76	SME Managersâ€™™ Required Entrepreneurship and Business Competences. , 0, , 42-49.		1
77	Using Virtual Choreographies to Identify Office Usersâ€™™ Behaviors to Target Behavior Change Based on Their Potential to Impact Energy Consumption. Energies, 2022, 15, 4354.	3.1	1
78	Architecture for transparent helpdesk system with multimodal presence. , 2010, , .		0
79	Integrating a Military Air Traffic Control Simulator with an LMS. , 2011, , .		0
80	3D simulators in professional training learning complex tasks overcoming material, economic, and human constraints. , 2013, , .		0
81	Balancing European SME Managersâ€™™ Training Contents: Perceived Importance & Training Needs. Business Systems Research, 2014, 5, 4-22.	1.2	0
82	UPPERCARE: A community aware environment for post-surgical musculoskeletal recovery of elderly patients. , 2017, , .		0
83	Work-in-Progress-Immersing E-facilitators in Training: The Perspective of Project FAVILLE - Facilitators of Virtual Learning. , 2021, , .		0
84	Drill-Down Dashboard for Chairing of Online Master Programs in Engineering. Communications in Computer and Information Science, 2021, , 203-209.	0.5	0
85	A Version Control System as a Tool and Methodology to Foster Childrenâ€™™s Collaboration in Spatial Configuration Decision Tasks. Lecture Notes in Computer Science, 2008, , 281-288.	1.3	0
86	PLAYER. , 2012, , 202-216.		0
87	VIC â€“ An Interactive Video System for Dynamic Visualization in Web and Mobile Platforms. Lecture Notes in Computer Science, 2014, , 38-49.	1.3	0
88	EmbodiMentor. , 2016, , .		0
89	Uncovering literacy practices in the game Total War: Shogun 2 with a contract-agency model. International Journal of Film and Media Arts, 2020, 5, 36-47.	1.1	0