

Manuel Ortega

List of Publications by Year in descending order

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Version: 2024-02-01

67
papers

619
citations

567281

15
h-index

677142

22
g-index

74
all docs

74
docs citations

74
times ranked

441
citing authors

#	ARTICLE	IF	CITATIONS
1	Evaluating multimedia learning materials in primary education using eye tracking. <i>Computer Standards and Interfaces</i> , 2018, 59, 45-60.	5.4	49
2	Collaborative environments for the learning of design: a model and a case study in Domotics. <i>Computers and Education</i> , 2006, 46, 152-173.	8.3	42
3	A framework for process solution analysis in collaborative learning environments. <i>International Journal of Human Computer Studies</i> , 2008, 66, 812-832.	5.6	33
4	Assessing the effectiveness of new devices for accessing learning materials: An empirical analysis based on eye tracking and learner subjective perception. <i>Computers in Human Behavior</i> , 2014, 31, 475-490.	8.5	31
5	Descriptive theory of awareness for groupware development. <i>Journal of Ambient Intelligence and Humanized Computing</i> , 2019, 10, 4789-4818.	4.9	31
6	Blackboard architecture to integrate components and agents in heterogeneous distributed eLearning systems: An application for learning to program. <i>Journal of Systems and Software</i> , 2012, 85, 1621-1636.	4.5	30
7	CIAT-GUI: A MDE-compliant environment for developing Graphical User Interfaces of information systems. <i>Advances in Engineering Software</i> , 2012, 52, 10-29.	3.8	26
8	Using fuzzy logic applied to software metrics and test cases to assess programming assignments and give advice. <i>Journal of Network and Computer Applications</i> , 2012, 35, 695-712.	9.1	25
9	A methodological approach for user interface development of collaborative applications: A case study. <i>Science of Computer Programming</i> , 2009, 74, 754-776.	1.9	24
10	Metamodel-driven definition of a visual modeling language for specifying interactive groupware applications: An empirical study. <i>Journal of Systems and Software</i> , 2013, 86, 1772-1789.	4.5	24
11	The effect of the correlation energy on the mechanism of the Diels-Alder reaction. <i>Chemical Physics Letters</i> , 1983, 102, 317-320.	2.6	23
12	Evaluation of Multimedia Educational Materials Using Eye Tracking. <i>Procedia, Social and Behavioral Sciences</i> , 2015, 197, 2236-2243.	0.5	19
13	eLearning standards and automatic assessment in a distributed eclipse based environment for learning computer programming. <i>Computer Applications in Engineering Education</i> , 2014, 22, 774-787.	3.4	18
14	Collaborative distributed environments for learning design tasks by means of modelling and simulation. <i>Journal of Network and Computer Applications</i> , 2006, 29, 321-342.	9.1	16
15	A Conceptual and Methodological Framework for Modeling Interactive Groupware Applications. <i>Lecture Notes in Computer Science</i> , 2006, , 413-420.	1.3	16
16	Cole-Programming: Shaping Collaborative Learning Support in Eclipse. <i>Revista Iberoamericana De Tecnologías Del Aprendizaje</i> , 2013, 8, 153-162.	0.9	14
17	A model-based framework to automate the analysis of users' activity in collaborative systems. <i>Journal of Network and Computer Applications</i> , 2011, 34, 1200-1209.	9.1	12
18	Evaluating a graphical notation for modeling collaborative learning activities: A family of experiments. <i>Science of Computer Programming</i> , 2014, 88, 54-81.	1.9	11

#	ARTICLE	IF	CITATIONS
19	Collaborative Discovery Learning of Model Design. Lecture Notes in Computer Science, 2002, , 671-680.	1.3	11
20	A Review of Notations for Conceptual Modeling of Groupware Systems. , 2009, , 1-12.		11
21	DOMOSIMCOL. SIGCSE Bulletin, 2000, 32, 65-67.	0.1	10
22	An ontological approach to automating collaboration and interaction analysis in groupware systems. Knowledge-Based Systems, 2013, 37, 211-229.	7.1	10
23	Human-Computer Interaction in Ibero-America: Academic, Research, and Professional Issues. IT Professional, 2016, 18, 8-11.	1.5	10
24	Providing adaptation and guidance for design learning by problem solving: The design planning approach in DomoSim-TPC environment. Computers and Education, 2007, 48, 642-657.	8.3	9
25	PlanEdit: An Adaptive Problem Solving Tool for Design. Lecture Notes in Computer Science, 2002, , 560-563.	1.3	9
26	iProg. , 2017, , .		8
27	Providing Dynamic Instructional Adaptation in Programming Learning. Lecture Notes in Computer Science, 2008, , 329-336.	1.3	6
28	Applying genetic classifier systems for the analysis of activities in collaborative learning environments. Computer Applications in Engineering Education, 2013, 21, 704-716.	3.4	6
29	Discovery Model Based on Analogies for Teaching Computer Programming. Mathematics, 2021, 9, 1354.	2.2	6
30	Model-driven development of interactive groupware systems: Integration into the software development process. Science of Computer Programming, 2014, 89, 320-349.	1.9	5
31	The GreedEx experience: Evolution of different versions for the learning of greedy algorithms. Computer Applications in Engineering Education, 2018, 26, 1306-1317.	3.4	5
32	Tools to Support the Design, Execution and Visualization of Instructional Designs. Lecture Notes in Computer Science, 2009, , 232-235.	1.3	5
33	Specifying Collaborative Tasks of a CSCL Environment with IMS-LD. Lecture Notes in Computer Science, 2006, , 311-317.	1.3	5
34	COLLECE-2.0: A real-time collaborative programming system on Eclipse. , 2019, , .		4
35	Computer-Human Interaction and Collaboration: Challenges and Prospects. Electronics (Switzerland), 2021, 10, 616.	3.1	4
36	Classification of CSCW proposals based on a taxonomy. , 2009, , .		3

#	ARTICLE	IF	CITATIONS
37	Group Learning of Programming by means of Real Time Distributed Collaboration Techniques. , 2006, , 289-302.		3
38	CIAT, A Model-Based Tool for Designing Groupware User Interfaces Using CIAM. , 2009, , 201-212.		3
39	Applying Task Modeling and Pattern-Based Techniques in Reengineering Processes for Mobile Learning User Interfaces: A Case Study. Journal of Computers, 2007, 2, .	0.4	3
40	Integrating Groupware Notations with UML. Lecture Notes in Computer Science, 2008, , 142-149.	1.3	3
41	CodES: herramienta de visualizaci3n para desarrollo de pensamiento algoritmico. , 2022, 11, 21.		3
42	Fuzzy algorithm representation for its application in intelligent tutoring systems for the learning of programming. , 2007, , .		2
43	An Architecture to Support Programming Algorithm Learning by Problem Solving. Advances in Intelligent and Soft Computing, 2007, , 470-477.	0.2	2
44	Specifying Scripts and Collaborative Tasks in CSCL Environment Using IMS-LD and CIAN. , 2008, , .		2
45	Contextualized Argumentative Discussion for Design Learning in Group. , 2006, , 317-327.		2
46	A Conceptual Model for Analysing Collaborative Work and Products in Groupware Systems. Lecture Notes in Computer Science, 2009, , 125-132.	1.3	2
47	On the electroreduction mechanism of halobenzenes: The special case of 1,2-dibromobenzene. Collection of Czechoslovak Chemical Communications, 1989, 54, 911-921.	1.0	2
48	Organizing Problem Solving Activities for Synchronous Collaborative Learning of Design Domains. Lecture Notes in Computer Science, 2003, , 108-111.	1.3	2
49	Applying Pattern-Based Techniques to Design Groupware Applications. Lecture Notes in Computer Science, 2006, , 225-233.	1.3	2
50	AWLA and AIOLE for personal learning environments. International Journal of Continuing Engineering Education and Life-Long Learning, 2007, 17, 418.	0.2	1
51	Usability Evaluation Trends in Ibero-American Countries. IT Professional, 2017, 19, 61-64.	1.5	1
52	Planning: An Intermediate Solution to the Problems in Design. Lecture Notes in Computer Science, 2003, , 98-107.	1.3	1
53	E-CLUB: A Ubiquitous Education Model. , 2003, , 263-274.		1
54	A Proposal of Integration of the GUI Development of Groupware Applications into the Software Development Process. Lecture Notes in Computer Science, 2007, , 111-126.	1.3	1

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55	Task Modeling in Computer Supported Collaborative Learning Environments to Adapt to Mobile Computing. Lecture Notes in Computer Science, 2004, , 786-794.	1.3	0
56	Current Topics in Artificial Intelligence. Lecture Notes in Computer Science, 2004, , .	1.3	0
57	A study about browsers in the Web and the Desktop. , 2007, , .		0
58	A Methodological Approach for the Design of Observation Mechanisms of the Users' Activity in CSCL Systems. , 2008, , .		0
59	Methodological approach for the languages and processes integration within the CIAF context. , 2013, , .		0
60	A Ubiquitous Computing Environment for Language Learning. Lecture Notes in Computer Science, 2002, , 339-343.	1.3	0
61	SACEME: An Authoring Tool for Knowledge Acquisition Using Techniques of Programming by Examples. Lecture Notes in Computer Science, 2004, , 507-516.	1.3	0
62	Tracing CSCL Processes. Studies in Computational Intelligence, 2007, , 103-116.	0.9	0
63	Designing more Usable Business Models into the RUP. , 2009, , 1-10.		0
64	Collaborative Strategy with Augmented Reality for the Development of Algorithmic Thinking. Communications in Computer and Information Science, 2019, , 70-82.	0.5	0
65	An Approach for Modelling Interactive and Collaborative Aspects in CSCL Systems. , 2007, , 111-122.		0
66	Floe-T: Tool To Measure The Quality In Learning Objects. , 2007, , 261-265.		0
67	Model-Based Evolution of an E-Learning Environment Based on Desktop Computer to Mobile Computing. Lecture Notes in Computer Science, 2008, , 322-334.	1.3	0