Manuel Ortega

List of Publications by Year
in descending order

67	619	567281 15	677142 22
papers	citations	h-index	g-index

74	74	74	441
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	CodES: herramienta de visualizaciÃ³n para desarrollo de pensamiento algorÃtmico. , 2022, 11, 21.		3
2	Computer-Human Interaction and Collaboration: Challenges and Prospects. Electronics (Switzerland), 2021, 10, 616.	3.1	4
3	Discovery Model Based on Analogies for Teaching Computer Programming. Mathematics, 2021, 9, 1354.	2.2	6
4	COLLECE-2.0: A real-time collaborative programming system on Eclipse. , 2019, , .		4
5	Descriptive theory of awareness for groupware development. Journal of Ambient Intelligence and Humanized Computing, 2019, 10, 4789-4818.	4.9	31
6	Collaborative Strategy with Augmented Reality for the Development of Algorithmic Thinking. Communications in Computer and Information Science, 2019, , 70-82.	0.5	0
7	Evaluating multimedia learning materials in primary education using eye tracking. Computer Standards and Interfaces, 2018, 59, 45-60.	5.4	49
8	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
9	iProg. , 2017, , .		8
10	Usability Evaluation Trends in Ibero-American Countries. IT Professional, 2017, 19, 61-64.	1.5	1
11	Human-Computer Interaction in Ibero-America: Academic, Research, and Professional Issues. IT Professional, 2016, 18, 8-11.	1.5	10
12	Evaluation of Multimedia Educational Materials Using Eye Tracking. Procedia, Social and Behavioral Sciences, 2015, 197, 2236-2243.	0.5	19
13	eLearning standards and automatic assessment in a distributed eclipse based environment for learning computer programming. Computer Applications in Engineering Education, 2014, 22, 774-787.	3.4	18
14	Model-driven development of interactive groupware systems: Integration into the software development process. Science of Computer Programming, 2014, 89, 320-349.	1.9	5
15	Evaluating a graphical notation for modeling collaborative learning activities: A family of experiments. Science of Computer Programming, 2014, 88, 54-81.	1.9	11
16	Assessing the effectiveness of new devices for accessing learning materials: An empirical analysis based on eye tracking and learner subjective perception. Computers in Human Behavior, 2014, 31, 475-490.	8.5	31
17	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
18	Metamodel-driven definition of a visual modeling language for specifying interactive groupware applications: An empirical study. Journal of Systems and Software, 2013, 86, 1772-1789.	4.5	24

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19	Cole-Programming: Shaping Collaborative Learning Support in Eclipse. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2013, 8, 153-162.	0.9	14
20	Methodological approach for the languages and processes integration within the CIAF context. , 2013, , .		0
21	An ontological approach to automating collaboration and interaction analysis in groupware systems. Knowledge-Based Systems, 2013, 37, 211-229.	7.1	10
22	CIAT-GUI: A MDE-compliant environment for developing Graphical User Interfaces of information systems. Advances in Engineering Software, 2012, 52, 10-29.	3.8	26
23	Using fuzzy logic applied to software metrics and test cases to assess programming assignments and give advice. Journal of Network and Computer Applications, 2012, 35, 695-712.	9.1	25
24	Blackboard architecture to integrate components and agents in heterogeneous distributed eLearning systems: An application for learning to program. Journal of Systems and Software, 2012, 85, 1621-1636.	4.5	30
25	A model-based framework to automate the analysis of users' activity in collaborative systems. Journal of Network and Computer Applications, 2011, 34, 1200-1209.	9.1	12
26	A methodological approach for user interface development of collaborative applications: A case study. Science of Computer Programming, 2009, 74, 754-776.	1.9	24
27	Classification of CSCW proposals based on a taxonomy. , 2009, , .		3
28	CIAT, A Model-Based Tool for Designing Groupware User Interfaces Using CIAM. , 2009, , 201-212.		3
29	A Review of Notations for Conceptual Modeling of Groupware Systems. , 2009, , 1-12.		11
30	A Conceptual Model for Analysing Collaborative Work and Products in Groupware Systems. Lecture Notes in Computer Science, 2009, , 125-132.	1.3	2
31	Tools to Support the Design, Execution and Visualization of Instructional Designs. Lecture Notes in Computer Science, 2009, , 232-235.	1.3	5
32	Designing more Usable Business Models into the RUP. , 2009, , 1-10.		0
33	A framework for processâ€“solution analysis in collaborative learning environments. International Journal of Human Computer Studies, 2008, 66, 812-832.	5.6	33
34	Specifying Scripts and Collaborative Tasks in CSCL Environment Using IMS-LD and CIAN. , 2008, , .		2
35	Providing Dynamic Instructional Adaptation in Programming Learning. Lecture Notes in Computer Science, 2008, , 329-336.	1.3	6
36	A Methodological Approach for the Design of Observation Mechanisms of the Users' Activity in CSCL Systems. , 2008, , .		0

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37	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
38	Integrating Groupware Notations with UML. Lecture Notes in Computer Science, 2008, , 142-149.	1.3	3
39	A study about browsers in the Web and the Desktop. , 2007, , .		0
40	Fuzzy algorithm representation for its application in intelligent tutoring systems for the learning of programming. , 2007, , .		2
41	An Architecture to Support Programming Algorithm Learning by Problem Solving. Advances in Intelligent and Soft Computing, 2007, , 470-477.	0.2	2
42	AWLA and AIOLE for personal learning environments. International Journal of Continuing Engineering Education and Life-Long Learning, 2007, 17, 418.	0.2	1
43	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
44	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
45	Tracing CSCL Processes. Studies in Computational Intelligence, 2007, , 103-116.	0.9	0
46	An Approach for Modelling Interactive and Collaborative Aspects in CSCL Systems. , 2007, , 111-122.		0
47	Floe-T: Tool To Measure The Quality In Learning Objects. , 2007, , 261-265.		0
48	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
49	Collaborative environments for the learning of design: a model and a case study in Domotics. Computers and Education, 2006, 46, 152-173.	8.3	42
50	Collaborative distributed environments for learning design tasks by means of modelling and simulation. Journal of Network and Computer Applications, 2006, 29, 321-342.	9.1	16
51	Group Learning of Programming by means of Real Time Distributed Collaboration Techniques. , 2006, , 289-302.		3
52	Contextualized Argumentative Discussion for Design Learning in Group. , 2006, , 317-327.		2
53	Applying Pattern-Based Techniques to Design Groupware Applications. Lecture Notes in Computer Science, 2006, , 225-233.	1.3	2
54	A Conceptual and Methodological Framework for Modeling Interactive Groupware Applications. Lecture Notes in Computer Science, 2006, , 413-420.	1.3	16

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55	Specifying Collaborative Tasks of a CSCL Environment with IMS-LD. Lecture Notes in Computer Science, 2006, , 311-317.	1.3	5
56	Task Modeling in Computer Supported Collaborative Learning Environments to Adapt to Mobile Computing. Lecture Notes in Computer Science, 2004, , 786-794.	1.3	0
57	Current Topics in Artificial Intelligence. Lecture Notes in Computer Science, 2004, , .	1.3	0
58	SACEME: An Authoring Tool for Knowledge Acquisition Using Techniques of Programming by Examples. Lecture Notes in Computer Science, 2004, , 507-516.	1.3	0
59	Planning: An Intermediate Solution to the Problems in Design. Lecture Notes in Computer Science, 2003, , 98-107.	1.3	1
60	E-CLUB: A Ubiquitous Education Model. , 2003, , 263-274.		1
61	Organizing Problem Solving Activities for Synchronous Collaborative Learning of Design Domains. Lecture Notes in Computer Science, 2003, , 108-111.	1.3	2
62	PlanEdit: An Adaptive Problem Solving Tool for Design. Lecture Notes in Computer Science, 2002, , 560-563.	1.3	9
63	Collaborative Discovery Learning of Model Design. Lecture Notes in Computer Science, 2002, , 671-680.	1.3	11
64	A Ubiquitous Computing Environment for Language Learning. Lecture Notes in Computer Science, 2002, , 339-343.	1.3	0
65	DOMOSIMCOL. SIGCSE Bulletin, 2000, 32, 65-67.	0.1	10
66	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
67	The effect of the correlation energy on the mechanism of the Dielsâ€"Alder reaction. Chemical Physics Letters, 1983, 102, 317-320.	2.6	23