

# Antonio Garcia-Cabot

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2537332/publications.pdf>

Version: 2024-02-01

23  
papers

470  
citations

1039406

9  
h-index

752256

20  
g-index

25  
all docs

25  
docs citations

25  
times ranked

467  
citing authors

#	ARTICLE	IF	CITATIONS
1	On the effectiveness of game-like and social approaches in learning: Comparing educational gaming, gamification & social networking. Computers and Education, 2016, 95, 99-113.	5.1	192
2	Social network analysis of a gamified e-learning course: Small-world phenomenon and network metrics as predictors of academic performance. Computers in Human Behavior, 2016, 60, 312-321.	5.1	74
3	An empirical study on m-learning adaptation: Learning performance and learning contexts. Computers and Education, 2015, 82, 450-459.	5.1	59
4	Measuring the effects on learning performance and engagement with a gamified social platform in an MSc program. Computer Applications in Engineering Education, 2020, 28, 207-223.	2.2	20
5	A NEW COMPETENCE-BASED APPROACH FOR PERSONALIZING MOOCS IN A MOBILE COLLABORATIVE AND NETWORKED ENVIRONMENT. RIED: Revista Iberoamericana De Educaci3n A Distancia, 2016, 19, .	0.8	19
6	Validation of navigation guidelines for improving usability in the mobile web. Computer Standards and Interfaces, 2017, 52, 51-62.	3.8	17
7	An experiment with content distribution methods in touchscreen mobile devices. Applied Ergonomics, 2015, 50, 79-86.	1.7	14
8	Learning Analytics to Support Teaching Skills: A Systematic Literature Review. IEEE Access, 2021, 9, 58351-58363.	2.6	14
9	Comparing Zooming Methods in Mobile Devices: Effectiveness, Efficiency, and User Satisfaction in Touch and Nontouch Smartphones. International Journal of Human-Computer Interaction, 2015, 31, 777-789.	3.3	10
10	Identifying Usability Issues in Instant Messaging Apps on iOS and Android Platforms. Mobile Information Systems, 2018, 2018, 1-19.	0.4	10
11	Gamifying Massive Online Courses: Effects on the Social Networks and Course Completion Rates. Applied Sciences (Switzerland), 2020, 10, 7065.	1.3	10
12	A Systematic Evaluation of Mobile Applications for Instant Messaging on iOS Devices. Mobile Information Systems, 2017, 2017, 1-17.	0.4	9
13	Dataset on the learning performance of ECDL digital skills of undergraduate students for comparing educational gaming, gamification and social networking. Data in Brief, 2017, 11, 155-158.	0.5	5
14	An Experiment to Discover Usability Guidelines for Designing Mobile Tourist Apps. Wireless Communications and Mobile Computing, 2021, 2021, 1-12.	0.8	4
15	Learning outcomes using objectives with computer science students. , 2014, , .		2
16	Implications of using classroom response systems (CRS) on learning performance: An experience of learning analytics. Computer Applications in Engineering Education, 2022, 30, 1161-1174.	2.2	2
17	Application of Learning Analytics in Virtual Tutoring: Moving toward a Model Based on Interventions and Learning Performance Analysis. Applied Sciences (Switzerland), 2021, 11, 1805.	1.3	1
18	Reactor Design Pattern. TEM Journal, 2021, , 18-30.	0.4	1

#	ARTICLE	IF	CITATIONS
19	Applying usability recommendations when developing mobile instant messaging applications. IET Software, 2022, 16, 73-93.	1.5	1
20	A Proposal of a Multi-Agent System for Adapting Learning Contents to User Competences, Context and Mobile Device. Research Papers Faculty of Materials Science and Technology Slovak University of Technology in Trnava, 2013, 21, 18-23.	0.4	1
21	Examining Potential of Scents for Enhancement of User Performance with Mobile Apps. Mobile Information Systems, 2022, 2022, 1-11.	0.4	1
22	Development of an Application for Mobile Devices to Record Learner Interactions with Web-Based Learning Objects. , 2012, , .		0
23	Collaborative Network Development for an Embedded Framework. Advances in Intelligent Systems and Computing, 2013, , 443-453.	0.5	0