

# 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

1039880

9  
h-index

752573

20  
g-index

25  
all docs

25  
docs citations

25  
times ranked

467  
citing authors

#	ARTICLE	IF	CITATIONS
1	Applying usability recommendations when developing mobile instant messaging applications. IET Software, 2022, 16, 73-93.	1.5	1
2	Examining Potential of Scents for Enhancement of User Performance with Mobile Apps. Mobile Information Systems, 2022, 2022, 1-11.	0.4	1
3	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
4	Learning Analytics to Support Teaching Skills: A Systematic Literature Review. IEEE Access, 2021, 9, 58351-58363.	2.6	14
5	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
6	Reactor Design Pattern. TEM Journal, 2021, , 18-30.	0.4	1
7	An Experiment to Discover Usability Guidelines for Designing Mobile Tourist Apps. Wireless Communications and Mobile Computing, 2021, 2021, 1-12.	0.8	4
8	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
9	Gamifying Massive Online Courses: Effects on the Social Networks and Course Completion Rates. Applied Sciences (Switzerland), 2020, 10, 7065.	1.3	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	Validation of navigation guidelines for improving usability in the mobile web. Computer Standards and Interfaces, 2017, 52, 51-62.	3.8	17
12	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
13	A Systematic Evaluation of Mobile Applications for Instant Messaging on iOS Devices. Mobile Information Systems, 2017, 2017, 1-17.	0.4	9
14	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
15	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
16	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
17	An experiment with content distribution methods in touchscreen mobile devices. Applied Ergonomics, 2015, 50, 79-86.	1.7	14
18	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

#	ARTICLE	IF	CITATIONS
19	An empirical study on m-learning adaptation: Learning performance and learning contexts. Computers and Education, 2015, 82, 450-459.	5.1	59
20	Learning outcomes using objectives with computer science students. , 2014, , .		2
21	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
22	Collaborative Network Development for an Embedded Framework. Advances in Intelligent Systems and Computing, 2013, , 443-453.	0.5	0
23	Development of an Application for Mobile Devices to Record Learner Interactions with Web-Based Learning Objects. , 2012, , .		0