

# Benjamim Fonseca

## List of Publications by Year in descending order

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Version: 2024-02-01

65  
papers

538  
citations

687220

13  
h-index

713332

21  
g-index

69  
all docs

69  
docs citations

69  
times ranked

440  
citing authors

#	ARTICLE	IF	CITATIONS
1	Solving the Job Shop Scheduling Problem with Reinforcement Learning: A Statistical Analysis. Advances in Intelligent Systems and Computing, 2021, , 600-609.	0.5	0
2	Empirical Investigation of the Factors Influencing Researchersâ€™ Adoption of Crowdsourcing and Machine Learning. Advances in Intelligent Systems and Computing, 2021, , 1257-1270.	0.5	0
3	Intelligent Scheduling with Reinforcement Learning. Applied Sciences (Switzerland), 2021, 11, 3710.	1.3	11
4	Scientometric Research Assessment of IEEE CSCWD Conference Proceedings: An Exploratory Analysis from 2001 to 2019. , 2021, , .		0
5	Fostering Computational Thinking Skills: A Didactic Proposal for Elementary School Grades. Education Sciences, 2021, 11, 518.	1.4	6
6	Development of a Reinforcement Learning System to Solve the Job Shop Problem. Advances in Intelligent Systems and Computing, 2021, , 468-477.	0.5	0
7	Determinants and Predictors of Intentionality and Perceived Reliability in Human-AI Interaction as a Means for Innovative Scientific Discovery. , 2021, , .		1
8	Deep Reinforcement Learning as a Job Shop Scheduling Solver: A Literature Review. Advances in Intelligent Systems and Computing, 2020, , 350-359.	0.5	27
9	Hybrid Machine-Crowd Interaction for Handling Complexity: Steps Toward a Scaffolding Design Framework. Human-computer Interaction Series, 2019, , 149-161.	0.4	4
10	The Effect of Scientific Collaboration on CSCW Research: A Scientometric Study. , 2019, , .		9
11	Development of a Crowd-Powered System Architecture for Knowledge Discovery in Scientific Domains. , 2019, , .		4
12	Towards Hybrid Crowd-AI Centered Systems: Developing an Integrated Framework from an Empirical Perspective. , 2019, , .		6
13	A Technological Proposal Using Virtual Worlds to Support Entrepreneurship Education for Primary School Children. Advances in Intelligent Systems and Computing, 2018, , 70-77.	0.5	1
14	Scientometric analysis of scientific publications in CSCW. Scientometrics, 2018, 114, 31-89.	1.6	39
15	Reframing Taxonomy Development in Collaborative Computing Research: A Review and Synthesis of CSCW Literature 2003â€“2010. Lecture Notes in Computer Science, 2018, , 42-59.	1.0	4
16	Crowdsourcing and Massively Collaborative Science: A Systematic Literature Review and Mapping Study. Lecture Notes in Computer Science, 2018, , 133-154.	1.0	16
17	SciCrowd: Towards a Hybrid, Crowd-Computing System for Supporting Research Groups in Academic Settings. Lecture Notes in Computer Science, 2018, , 34-41.	1.0	8
18	MyCarMobile: A Travel Assistance Emergency Mobile App for Deaf People. Lecture Notes in Computer Science, 2017, , 56-65.	1.0	3

#	ARTICLE	IF	CITATIONS
19	Integration scenarios of virtual worlds in learning management systems using the MULTIS approach. Personal and Ubiquitous Computing, 2017, 21, 965-975.	1.9	3
20	Integrating Virtual Worlds with Learning Management Systems: The MULTIS Approach. , 2016, , .		2
21	Exploring educational immersive videogames: an empirical study with a 3D multimodal interaction prototype. Behaviour and Information Technology, 2016, 35, 907-918.	2.5	34
22	Computer-Simulated 3D Virtual Environments in Collaborative Learning and Training: Meta-Review, Refinement, and Roadmap. Progress in IS, 2016, , 403-440.	0.5	11
23	Separating Gesture Detection and Application Control Concerns with a Multimodal Architecture. , 2015, , .		2
24	Fitting three dimensional virtual worlds into CSCW. , 2015, , .		2
25	A Communication Channels Dynamic Switching Model for Always-Connected Availability of Service Oriented Mobile Applications. , 2015, , .		0
26	Enhancing Studentsâ€™ Motivation to Learn Software Engineering Programming Techniques: A Collaborative and Social Interaction Approach. Lecture Notes in Computer Science, 2015, , 189-201.	1.0	6
27	Online-Gym: Multiuser Virtual Gymnasium Using RINIONS and Multiple Kinect Devices. , 2014, , .		3
28	SOSPhone: a mobile application for emergency calls. Universal Access in the Information Society, 2014, 13, 277-290.	2.1	21
29	Development of a mechanical maintenance training simulator in OpenSimulator for F-16 aircraft engines. Entertainment Computing, 2014, 5, 347-355.	1.8	14
30	Can Presence Improve Collaboration in 3D Virtual Worlds?. Procedia Technology, 2014, 13, 47-55.	1.1	17
31	Universal Access to eCall System. Procedia Computer Science, 2014, 27, 104-112.	1.2	14
32	Online-Gym: A 3D Virtual Gymnasium Using Kinect Interaction. Procedia Technology, 2014, 13, 130-138.	1.1	24
33	Developing Iconographic Driven Applications for Nonverbal Communication: A Roadside Assistance App for the Deaf. Lecture Notes in Computer Science, 2014, , 762-771.	1.0	1
34	BIZZY â€“ A Social Game for Entrepreneurship Education. Lecture Notes in Computer Science, 2014, , 33-41.	1.0	2
35	VIC â€“ An Interactive Video System for Dynamic Visualization in Web and Mobile Platforms. Lecture Notes in Computer Science, 2014, , 38-49.	1.0	0
36	Demo: Multi-user virtual world simulator of F-16 aircraft engine mechanical maintenance. , 2013, , .		2

#	ARTICLE	IF	CITATIONS
37	Putting "Human Crowds" in the Loop of Bibliography Evaluation: A Collaborative Working Environment for CSCW Publications. <i>Procedia Technology</i> , 2013, 9, 573-583.	1.1	1
38	Exploiting Classical Bibliometrics of CSCW: Classification, Evaluation, Limitations, and the Odds of Semantic Analytics. <i>Lecture Notes in Computer Science</i> , 2013, , 137-156.	1.0	5
39	Assessment model for educational collaborative virtual environments. , 2012, , .		1
40	Development of a Mechanical Maintenance Training Simulator in OpenSimulator for F-16 Aircraft Engines. <i>Procedia Computer Science</i> , 2012, 15, 248-255.	1.2	11
41	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
42	Development of platform-independent multi-user choreographies for virtual worlds based on ontology combination and mapping. , 2012, , .		5
43	Towards an Overarching Classification Model of CSCW and Groupware: A Socio-technical Perspective. <i>Lecture Notes in Computer Science</i> , 2012, , 41-56.	1.0	17
44	PLAYER. , 2012, , 202-216.		0
45	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.	3.9	91
46	Exploring iconographic interface in emergency for deaf. , 2011, , .		3
47	A Software Architecture for Collaborative Training in Virtual Worlds: F-16 Airplane Engine Maintenance. <i>Lecture Notes in Computer Science</i> , 2011, , 102-109.	1.0	8
48	PaperFlow/R: A cooperative environment for the conception and production of scientific publications. , 2010, , .		0
49	A virtual environment study in entrepreneurship education of young children. <i>Journal of Virtual Worlds Research</i> , 2009, 2, .	0.6	3
50	Using Second Life for Problem Based Learning in computer science programming. <i>Journal of Virtual Worlds Research</i> , 2009, 2, .	0.6	27
51	SAGA reloaded: Towards a generic platform for developing cooperative applications. , 2009, , .		3
52	A Service-Oriented Middleware for Composing Context Aware Mobile Services. , 2009, , .		3
53	An Evolutionary Platform for the Collaborative Contextual Composition of Services. <i>Lecture Notes in Computer Science</i> , 2009, , 182-189.	1.0	0
54	MobMaps: Towards a Shared Environment for Collaborative Social Activism. <i>Lecture Notes in Computer Science</i> , 2009, , 295-302.	1.0	1

#	ARTICLE	IF	CITATIONS
55	Children as Active Partners: Strategies for Collaboration in Spatial Tasks through Virtual Worlds. , 2008, , .		1
56	Contextualization of programming learning: A virtual environment study. , 2008, , .		9
57	Social Networking System for Academic Collaboration. Lecture Notes in Computer Science, 2008, , 295-298.	1.0	3
58	Using Second Life in Programmingâ€™s Communities of Practice. Lecture Notes in Computer Science, 2008, , 99-106.	1.0	18
59	Implementing a System for Collaborative Search of Local Services. Lecture Notes in Computer Science, 2008, , 17-24.	1.0	2
60	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.	1.0	0
61	PaperFlow: A Platform for Cooperative Editing of Scientific Publications. Lecture Notes in Computer Science, 2008, , 318-323.	1.0	1
62	Towards a Platform for Cooperative Creation of Scientific Publications. Lecture Notes in Computer Science, 2008, , 84-88.	1.0	0
63	Coview: A Cooperative Architecture for Digital Video Editing. Smpte Motion Imaging Journal, 2006, 115, 482-491.	0.2	2
64	SAGA: A Web Services Architecture for Groupware Applications. Lecture Notes in Computer Science, 2006, , 246-261.	1.0	11
65	PARANOID OPERATIVE SYSTEM METHODOLOGY FOR ANONYMOUS & SECURE WEB BROWSING, DOCTORAL PROJECT. , 0, , .		5