Monica Tentori

List of Publications by Year in descending order

88 papers	1,929 citations	393982 19 h-index	360668 35 g-index
93 all docs	93 docs citations	93 times ranked	1526 citing authors

#	Article	IF	Citations
1	Using a small dataset to classify strength-interactions with an elastic display: a case study for the screening of autism spectrum disorder. International Journal of Machine Learning and Cybernetics, 2023, 14, 151-169.	2.3	3
2	An adaptive model to support biofeedback in AmI environments: a case study in breathing training for autism. Personal and Ubiquitous Computing, 2022, 26, 1445-1460.	1.9	8
3	A BCI video game using neurofeedback improves the attention of children with autism. Journal on Multimodal User Interfaces, 2021, 15, 273-281.	2.0	23
4	Interactive sonification to assist children with autism during motor therapeutic interventions. Personal and Ubiquitous Computing, 2021, 25, 391-410.	1.9	9
5	Circus in Motion: a multimodal exergame supporting vestibular therapy for children with autism. Journal on Multimodal User Interfaces, 2021, 15, 283-299.	2.0	7
6	Serious games for basic learning mechanisms: reinforcing Mexican children's gross motor skills and attention. Personal and Ubiquitous Computing, 2021, 25, 375-390.	1.9	9
7	Crowdsensing for Characterizing Mobility and Its Impact on the Subjective Wellbeing in an Underdeveloped Region. Applied Sciences (Switzerland), 2020, 10, 6686.	1.3	0
8	Supporting coordination of children with ASD using neurological music therapy: A pilot randomized control trial comparing an elastic touch-display with tambourines. Research in Developmental Disabilities, 2020, 106, 103741.	1.2	17
9	Digital healthcare in Latin America. Communications of the ACM, 2020, 63, 72-77.	3.3	5
10	Interactions of children and young adults using large-scale elastic displays. Avances En Interacción Humano Computadora, 2020, , 54.	0.1	0
11	StretchyStars: a multitouch elastic display to support cooperative play among preschoolers. Personal and Ubiquitous Computing, 2019, 23, 99-115.	1.9	3
12	Developing and evaluating a BCI video game for neurofeedback training: the case of autism. Multimedia Tools and Applications, 2019, 78, 13675-13712.	2.6	36
13	Interactive interface design for the evaluation of attention deficiencies in preschool children. , 2018, , .		2
14	KiddyAttack. , 2018, , .		4
15	A Step towards Identifying the Sound Preferences of Children with Autism. , 2018, , .		9
16	FroggyBobby: An exergame to support children with motor problems practicing motor coordination exercises during therapeutic interventions. Computers in Human Behavior, 2017, 71, 479-498.	5.1	30
17	BendableSound: An elastic multisensory surface using touch-based interactions to assist children with severe autism during music therapy. International Journal of Human Computer Studies, 2017, 107, 22-37.	3.7	47
18	Using the FroggyBobby exergame to support eye-body coordination development of children with severe autism. International Journal of Human Computer Studies, 2017, 105, 12-27.	3.7	34

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19	Designing a deformable musical surface for children with autism. , 2016, , .		5
20	Collective use of a fabric-based interactive surface to support early development in toddler classrooms. , 2016, , .		7
21	Pervasive Displays in Classrooms of Children with Severe Autism. IEEE Pervasive Computing, 2016, 15, 48-57.	1.1	5
22	Designing a Musical Fabric-Based Surface to Encourage Children with Autism to Practice Motor Movements. , 2016, , .		10
23	Jokebox. , 2016, , .		25
24	Hunting Relics: A Persuasive Exergame to Promote Collective Exercise in Young Children. International Journal of Human-Computer Interaction, 2016, 32, 277-294.	3.3	22
25	SayWAT. , 2016, , .		44
26	A Musical Interactive Surface to Support the Multi-Sensory Stimulation of Children. , 2016, , .		3
27	Promoting Active Aging with a paper-based SNS application. , 2015, , .		7
28	Casual gaming to encourage active ageing. IEEE Latin America Transactions, 2015, 13, 1940-1950.	1.2	6
29	Living Labs for Pervasive Healthcare Research. IEEE Pervasive Computing, 2015, 14, 86-89.	1.1	13
30	A Smart Environment for Children with Autism. IEEE Pervasive Computing, 2015, 14, 42-50.	1.1	48
31	A social cloud-based tool to deal with time and media mismatch of intergenerational family communication. Future Generation Computer Systems, 2015, 53, 140-151.	4.9	34
32	Reflections from a Long-term Deployment Study to Design Novel Interactive Surfaces for Children with Autism. Lecture Notes in Computer Science, 2015, , 167-176.	1.0	2
33	BendableSound. , 2015, , .		11
34	Detecting Aggressive Driving Behavior with Participatory Sensing. Lecture Notes in Computer Science, 2015, , 249-261.	1.0	2
35	Promoting Self-Reflection of Social Isolation Through Persuasive Mobile Technologies: The Case of Mother Caregivers of Children With Cancer. International Journal of Human-Computer Interaction, 2014, 30, 802-814.	3.3	14
36	Collective use of a situated display to encourage positive behaviors in children with behavioral challenges. , 2014, , .		15

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37	SensoryPaint. , 2014, , .		14
38	SensoryPaint. , 2014, , .		47
39	Hunting relics. , 2014, , .		7
40	Designing exergames combining the use of fine and gross motor exercises to support self-care activities. , 2014, , .		7
41	Integration of physical and digital media to allow older adults collectively share narratives during reading groups. , 2014, , .		2
42	Supporting children with complex communication needs. , 2014, , .		7
43	Mobile Augmented Reality to Support Teachers of Children with Autism. Lecture Notes in Computer Science, 2014, , 60-67.	1.0	12
44	Smart objects to support the discrimination training of children with autism. Personal and Ubiquitous Computing, 2014, 18, 1485-1497.	1.9	22
45	Using Augmented Reality to Help Children with Autism Stay Focused. IEEE Pervasive Computing, 2014, 13, 38-46.	1.1	136
46	Enriching in-person encounters through social media: A study on family connectedness for the elderly. International Journal of Human Computer Studies, 2013, 71, 889-899.	3.7	100
47	A Context-Aware Baby Monitor for the Automatic Selective Archiving of the Language of Infants. , 2013, , .		5
48	Ambient Awareness to Strengthen the Family Social Network of Older Adults. Computer Supported Cooperative Work, 2013, 22, 309-344.	1.9	52
49	Towards a Technology for Caregiversâ€™ Emotional Expression and Self-reflection. Lecture Notes in Computer Science, 2013, , 143-150.	1.0	4
50	Aligning intergenerational communication patterns and rhythms in the age of social media. , 2013, , .		8
51	Movement-Based and Tangible Interactions to Offer Body Awareness to Children with Autism. Lecture Notes in Computer Science, 2013, , 127-134.	1.0	9
52	Participatory Sensing for Improving Urban Mobility. Lecture Notes in Computer Science, 2013, , 378-381.	1.0	0
53	Mobile and Context-Aware Grocery Shopping to Promote Active Aging. Lecture Notes in Computer Science, 2013, , 71-79.	1.0	4
54	Enriching family personal encounters with ambient social media. , 2012, , .		2

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55	MOSOCO. , 2012, , .		144
56	Persuading older adults to socialize and exercise through ambient games. , 2012, , .		20
57	Pervasive Computing for Hospital, Chronic, and Preventive Care. Foundations and Trends in Human-Computer Interaction, 2012, 5, 1-95.	1.8	41
58	Object and Gesture Recognition to Assist Children with Autism during the Discrimination Training. Lecture Notes in Computer Science, 2012, , 877-884.	1.0	13
59	An Agent-Based Middleware for the Design of Activity-Aware Applications. IEEE Intelligent Systems, 2011, 26, 15-23.	4.0	8
60	Classroom-based assistive technology. , 2011, , .		39
61	Improving communication and social support for caregivers of high-risk infants through mobile technologies. , 2011, , .		59
62	Artifacts' roaming beats recognition for estimating care activities in a nursing home. , 2010, , .		1
63	Ecological Validity and Pervasiveness in the Evaluation of Ubiquitous Computing Technologies for Health Care. International Journal of Human-Computer Interaction, 2010, 26, 414-444.	3.3	22
64	Automatic activity estimation based on object behaviour signature. Proceedings of SPIE, 2010, , .	0.8	0
65	Designing for interaction immediacy to enhance social skills of children with autism. , 2010, , .		58
66	Ambient Displays for Integrating Older Adults into Social Networking Sites. Lecture Notes in Computer Science, 2010, , 321-336.	1.0	26
67	Augmenting Cognitive Stimulation Activities in a Nursing Home through Pervasive Computing. , 2009, , .		5
68	Correlation based system to assess the completeness and correctness of cognitive stimulation activities of elders. Proceedings of SPIE, 2009, , .	0.8	0
69	Sentient Displays in Support of Hospital Work. Advances in Soft Computing, 2009, , 103-111.	0.4	7
70	Activity-Aware Computing for Healthcare. IEEE Pervasive Computing, 2008, 7, 51-57.	1.1	75
71	Activity Recognition for the Smart Hospital. IEEE Intelligent Systems, 2008, 23, 50-57.	4.0	165
72	Assisting the Study of Indoor Mobility: Issues, Methods and Tools. , 2008, , .		2

#	Article	IF	Citations
73	COLLABORATION AND COORDINATION IN HOSPITAL WORK THROUGH ACTIVITY-AWARE COMPUTING. International Journal of Cooperative Information Systems, 2008, 17, 413-442.	0.6	6
74	Persuasive Virtual Communities to Promote a Healthy Lifestyle among Patients with Chronic Diseases. Lecture Notes in Computer Science, 2008, , 74-82.	1.0	8
75	Monitoring behavioral patterns in hospitals through activity-aware computing. , 2008, , .		13
76	Monitoring Behavioral Patterns in Hospitals through Activity-Aware Computing. , 2008, , .		1
77	Mobility in hospital work: towards a pervasive computing hospital environment. International Journal of Electronic Healthcare, 2007, 3, 72.	0.2	58
78	Hidden Markov Models for Activity Recognition in Ambient Intelligence Environments. , 2007, , .		15
79	Activity Recognition for Context-aware Hospital Applications: Issues and Opportunities for the Deployment of Pervasive Networks. Mobile Networks and Applications, 2007, 12, 155-171.	2.2	57
80	Activity-Aware Computing in Mobile Collaborative Working Environments. Lecture Notes in Computer Science, 2007, , 337-353.	1.0	9
81	Privacy-Aware Autonomous Agents for Pervasive Healthcare. IEEE Intelligent Systems, 2006, 21, 55-62.	4.0	49
82	Estimating Hospital Work Activities in Context-Aware Healthcare Applications. , 2006, , .		16
83	Promoting a healthy lifestyle through a virtual specialist solution. , 2006, , .		9
84	Understanding mobile work in a distributed information space. , 2005, , .		8
85	Supporting Quality of Privacy (QoP) in Pervasive Computing. , 0, , .		14
86	Monitoring Hospital Patients Using Ambient Displays. , 0, , 143-158.		6
87	Adaptive Awareness of Hospital Patient Information through Multiple Sentient Displays. , 0, , 31-42.		0
88	Lessons from Evaluating Ubiquitous Applications in Support of Hospital Work. , 0, , 228-250.		0