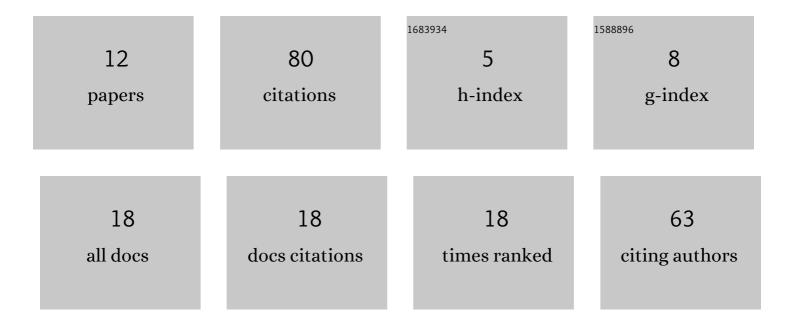
## **Tiago Cardoso**

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/3288874/publications.pdf

Version: 2024-02-01



#	Article	IF	CITATIONS
1	Kinect-Sign, Teaching Sign Language to "Listeners―through a Game. Procedia Technology, 2014, 17, 384-391.	1.1	16
2	Hand Gesture Recognition towards Enhancing Accessibility. Procedia Computer Science, 2015, 67, 419-429.	1.2	10
3	Pro-Active Service Ecosystem Framework. International Journal of Computer Integrated Manufacturing, 2013, 26, 1021-1041.	2.9	7
4	Body Ownership of Virtual Avatars: An Affordance Approach of Telepresence. IFIP Advances in Information and Communication Technology, 2014, , 3-19.	0.5	5
5	Games' "Social Tech Boosterâ€: Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2016, , 119-126.	0.2	4
6	Use of Sociology Concepts as the Basis of a Model for Improving Accessibility in Smart Cities. Procedia Computer Science, 2015, 67, 409-418.	1.2	3
7	Towards the creation of a Gesture Library. EAI Endorsed Transactions on Creative Technologies, 2015, 2, e3.	1.0	3
8	Pro-Active Asset Entities in Collaborative Networks. IFIP Advances in Information and Communication Technology, 2010, , 93-102.	0.5	3
9	A Reference Curriculum For Education In Collaborative Networks. , 2008, , 491-511.		2
10	Pro-Active Service Entity Framework for a Better Mapping between Business and Software. International Federation for Information Processing, 2010, , 451-460.	0.4	2
11	Using Games for the Phonetics Awareness of Children with Down Syndrome. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2017, , 1-8.	0.2	2
12	Value Systems Alignment in Product Servicing Networks. IFIP Advances in Information and Communication Technology, 2013, , 71-80.	0.5	1