

Tiago Cardoso

List of Publications by Year in descending order

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

Version: 2024-02-01

12
papers

80
citations

1683934

5
h-index

1588896

8
g-index

18
all docs

18
docs citations

18
times ranked

63
citing authors

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