

Oriol Borrás-Gene

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3289066/publications.pdf>

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19
papers

297
citations

1163117

8
h-index

1125743

13
g-index

21
all docs

21
docs citations

21
times ranked

239
citing authors

#	ARTICLE	IF	CITATIONS
1	A Guided Scratch Visual Execution Environment to Introduce Programming Concepts to CS1 Students. Information (Switzerland), 2021, 12, 378.	2.9	4
2	Educational Hall Escape: Increasing Motivation and Raising Emotions in Higher Education Students. Education Sciences, 2021, 11, 527.	2.6	15
3	Students and Teachers Using Mentimeter: Technological Innovation to Face the Challenges of the COVID-19 Pandemic and Post-Pandemic in Higher Education. Education Sciences, 2021, 11, 667.	2.6	23
4	Motivational effects of open badges in MOOCs. A learner perception study in OpenVM Learning Hub and MiriadaX. E-mentor, 2020, 86, 22-35.	0.3	2
5	Enhancing Fun Through Gamification to Improve Engagement in MOOC. Informatics, 2019, 6, 28.	3.9	15
6	Empowering MOOC Participants: Dynamic Content Adaptation Through External Tools. Lecture Notes in Computer Science, 2019, , 121-130.	1.3	3
7	Use of digital badges for training in digital skills within higher education. , 2018, , .		4
8	Teaching FEM software in formal and non-formal environment with MOOCs. , 2018, , .		0
9	Addressing Knowledge Management and Virtual Learning Communities in MOOC Using Open Resources and Gamification. Advances in IT Standards and Standardization Research Series, 2018, , 74-92.	0.2	0
10	PERSONAL LEARNING ENVIRONMENTS AS THE BASIS OF A NEW COURSE FOR MASTER'S PROGRAMMES. , 2018, , .		2
11	Learning Communities in Social Networks and Their Relationship With the MOOCs. Revista Iberoamericana De Tecnologías Del Aprendizaje, 2017, 12, 24-36.	0.9	24
12	Micro flip teaching ' An innovative model to promote the active involvement of students. Computers in Human Behavior, 2017, 72, 713-723.	8.5	59
13	Virtual Learning Communities in Google Plus, Implications, and Sustainability in MOOCs. Journal of Information Technology Research, 2016, 9, 18-36.	0.5	14
14	GAMIFIED OPEN Q&A FORUM MODEL AS A PLATFORM FOR A CMOOCs. INTED Proceedings, 2016, , .	0.0	3
15	Detection of non-formal and informal learning in Learning Communities supported by social networks in the context of a cooperative MOOC. , 2015, , .		4
16	Extending MOOC ecosystems using web services and software architectures. , 2015, , .		14
17	Gamification in MOOC. , 2014, , .		57
18	Social community in MOOCs. , 2014, , .		8

#	ARTICLE	IF	CITATIONS
19	Educación en abierto: Integración de un MOOC con una asignatura académica. Education in the Knowledge Society, 2014, 15, 233-255.	2.0	21