

Alexandros Pino

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3349978/publications.pdf>

Version: 2024-02-01

16
papers

133
citations

1478505

6
h-index

1281871

11
g-index

16
all docs

16
docs citations

16
times ranked

108
citing authors

#	ARTICLE	IF	CITATIONS
1	Hand dexterity assessment based on mouse pointer trajectory measurements in children with learning disabilities. <i>Universal Access in the Information Society</i> , 2021, 20, 321-331.	3.0	0
2	Upper Limb Motor Skills Performance Evaluation Based on Point-and-Click Cursor Trajectory Analysis: Application in Early Multiple Sclerosis Detection. <i>IEEE Access</i> , 2019, 7, 28999-29013.	4.2	6
3	A methodological approach for designing and developing web-based inventories of mobile Assistive Technology applications. <i>Multimedia Tools and Applications</i> , 2017, 76, 5347-5366.	3.9	11
4	HERMOPHILOS: A Web-Based Information System for the Workflow Management and Delivery of Accessible eTextbooks. <i>Lecture Notes in Computer Science</i> , 2016, , 409-416.	1.3	1
5	Upper Limb Motor Skills Evaluation in Patients with Early Multiple Sclerosis Using the IDEA System. , 2015, , .		3
6	The mATHENA Inventory for Free Mobile Assistive Technology Applications. <i>Lecture Notes in Computer Science</i> , 2015, , 519-527.	1.3	4
7	Free Assistive Technology Software for Persons with Motor Disabilities. , 2015, , 462-505.		2
8	Free Assistive Technology Software for Persons with Motor Disabilities. <i>Advances in Medical Technologies and Clinical Practice Book Series</i> , 2014, , 110-152.	0.3	2
9	Augmentative and Alternative Communication Systems for the Motor Disabled. <i>Advances in Medical Technologies and Clinical Practice Book Series</i> , 2014, , 105-152.	0.3	5
10	Using Kinect for 2D and 3D Pointing Tasks: Performance Evaluation. <i>Lecture Notes in Computer Science</i> , 2013, , 358-367.	1.3	35
11	Designing User Interfaces for Social Media Driven Digital Preservation and Information Retrieval. <i>Lecture Notes in Computer Science</i> , 2012, , 581-584.	1.3	13
12	Using Wiimote for 2D and 3D Pointing Tasks: Gesture Performance Evaluation. <i>Lecture Notes in Computer Science</i> , 2012, , 13-23.	1.3	13
13	ITHACA. <i>ACM Transactions on Accessible Computing</i> , 2010, 2, 1-30.	2.4	19
14	An Open Source / Freeware Assistive Technology Software Inventory. <i>Lecture Notes in Computer Science</i> , 2010, , 178-185.	1.3	13
15	A new generation of communication aids under the ULYSSES component-based framework. , 2002, , .		5
16	Augmentative and Alternative Communication Systems for the Motor Disabled. , 0, , 680-727.		1