

Gonzalo Lorenzo

List of Publications by Year in descending order

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Version: 2024-02-01

30
papers

516
citations

1162889

8
h-index

713332

21
g-index

30
all docs

30
docs citations

30
times ranked

375
citing authors

#	ARTICLE	IF	CITATIONS
1	The use of augmented reality to improve the development of activities of daily living in students with ASD. <i>Education and Information Technologies</i> , 2022, 27, 4865-4885.	3.5	8
2	Outside Training of Spanish University Students of Education for the Didactic Application of Cinema: Formal, Non-Formal, and Informal Perspectives. <i>Education Sciences</i> , 2022, 12, 38.	1.4	3
3	Análisis de la producción científica en el uso de la realidad virtual en la educación a partir de la estructura conceptual, social e intelectual. <i>Revista De Educacion A Distancia</i> , 2022, 22, .	0.5	2
4	The application of augmented reality in the learning of autistic students: a systematic and thematic review in 1996–2020. <i>Journal of Enabling Technologies</i> , 2022, ahead-of-print, .	0.7	1
5	Academic training in Spanish universities for the didactic use of cinema in pre-school and primary education. <i>Journal of Technology and Science Education</i> , 2021, 11, 210.	0.5	1
6	El uso de las competencias docentes durante el periodo 1990-2019 desde el punto de vista de un metaanálisis bibliométrico. <i>Revista General De Informacion Y Documentacion</i> , 2021, 31, 415-436.	0.1	0
7	The Pedagogical Model of Hybrid Teaching: Difficulties of University Students in the Context of COVID-19. <i>European Journal of Investigation in Health, Psychology and Education</i> , 2021, 11, 1320-1332.	1.1	15
8	Evolution and Identification from a Bibliometric Perspective of the Use of Robots in the Intervention of Children with ASD. <i>Technology, Knowledge and Learning</i> , 2020, 25, 83-114.	3.1	6
9	An immersive virtual reality educational intervention on people with autism spectrum disorders (ASD) for the development of communication skills and problem solving. <i>Education and Information Technologies</i> , 2020, 25, 1689-1722.	3.5	57
10	Las redes sociales como herramienta educativa a través de la producción científica. <i>Revista General De Informacion Y Documentacion</i> , 2020, 30, 243-260.	0.1	2
11	Application of virtual reality in people with ASD from 1996 to 2019. <i>Journal of Enabling Technologies</i> , 2020, 14, 99-114.	0.7	11
12	The Use of Augmented Reality in People with ASD: A Review. <i>International Journal of Disability Development and Education</i> , 2020, , 1-15.	0.6	6
13	Cinema as a Transmitter of Content: Perceptions of Future Spanish Teachers for Motivating Learning. <i>Sustainability</i> , 2020, 12, 5505.	1.6	4
14	Cinematographic Habits of Future Spanish Teachers from a Socio-Educational Perspective. <i>International Journal of Environmental Research and Public Health</i> , 2020, 17, 5361.	1.2	3
15	Inclusive methodologies from the teaching perspective for improving performance in university students with disabilities. <i>Journal of Technology and Science Education</i> , 2020, 10, 127.	0.5	8
16	Enfoque desde una perspectiva bibliométrica de la aplicación educativa de la realidad virtual en personas con Trastorno del Espectro Autista. <i>Education in the Knowledge Society</i> , 2020, 21, 14.	2.0	5
17	FAVOURABLE METHODOLOGIES FOR EDUCATIONAL INTERVENTION WITH STUDENTS WITH AUTISM SPECTRUM DISORDER. , 2020, , .		0
18	AUGMENTED REALITY IN MATHEMATICS IN HIGH SCHOOL EDUCATION THROUGH SCIENTIFIC PRODUCTION. , 2020, , .		0

#	ARTICLE	IF	CITATIONS
19	The application of immersive virtual reality for students with ASD: A review between 1990â€“2017. Education and Information Technologies, 2019, 24, 127-151.	3.5	59
20	Preliminary study of augmented reality as an instrument for improvement of social skills in children with autism spectrum disorder. Education and Information Technologies, 2019, 24, 181-204.	3.5	55
21	Las TIC en el contexto educativo a travÃ©s de la producciÃ³n cientÃ­fica en espaÃ±ol. Revista General De Informacion Y Documentacion, 2019, 29, 287-307.	0.1	4
22	Transition to College for Students with Autism Spectrum Disorder: Needs and Facilitation Strategies. Is Virtual Reality a Useful Tool in the Transition Process?. Journal of Intellectual Disability - Diagnosis and Treatment, 2019, 7, 37-46.	0.1	1
23	El uso del cine en el conocimiento de la discapacidad: propuesta didÃ¡ctica en el grado de maestro. International Journal of Developmental and Educational Psychology Revista INFAD De PsicologÃ­a, 2019, 1, 461-468.	0.0	2
24	A Bibliometric Study on the Use of Virtual Reality (VR) as an Educational Tool for High-Functioning Autism Spectrum Disorder (ASD) Children. , 2018, , .		11
25	RevisiÃ³n bibliomÃ©trica sobre la realidad aumentada en EducaciÃ³n. Revista General De Informacion Y Documentacion, 2018, 28, .	0.1	16
26	Bibliometric indicators in the study of Asperger syndrome between 1990 and 2014. Scientometrics, 2016, 109, 377-388.	1.6	10
27	Design and application of an immersive virtual reality system to enhance emotional skills for children with autism spectrum disorders. Computers and Education, 2016, 98, 192-205.	5.1	148
28	Control of Redundant Joint Structures Using Image Information During the Tracking of Non-Smooth Trajectories. Journal of Intelligent and Robotic Systems: Theory and Applications, 2015, 78, 33-46.	2.0	1
29	Inclusion of immersive virtual learning environments and visual control systems to support the learning of students with Asperger syndrome. Computers and Education, 2013, 62, 88-101.	5.1	74
30	Enfoque desde una perspectiva bibliomÃ©trica de la aplicaciÃ³n educativa de la realidad virtual en personas con Trastorno del Espectro Autista. Education in the Knowledge Society, 0, 21, 14.	2.0	3