

List of Publications by Year in descending order

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41
papers

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citations

1307366

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42
all docs

42
docs citations

42
times ranked

115
citing authors

#	ARTICLE	IF	CITATIONS
1	Towards a pedagogical model for science education: bridging educational contexts through a blended learning approach. <i>Open Learning</i> , 2017, 32, 6-20.	2.4	36
2	Virtual Sign – A Real Time Bidirectional Translator of Portuguese Sign Language. <i>Procedia Computer Science</i> , 2015, 67, 252-262.	1.2	23
3	Current Developments and Best Practice in Open and Distance Learning. <i>International Review of Research in Open and Distance Learning</i> , 2000, 1, .	1.0	21
4	Transmedia Storytelling and the Creation of a Converging Space of Educational Practices. <i>International Journal of Emerging Technologies in Learning</i> , 2014, 9, 42.	0.8	20
5	Interactive Design and Gamification of eBooks for Mobile and Contextual Learning. <i>International Journal of Interactive Mobile Technologies</i> , 2015, 9, 24.	0.7	18
6	Transmedia Storytelling as an Educational Strategy. <i>International Journal of Creative Interfaces and Computer Graphics</i> , 2016, 7, 56-67.	0.1	9
7	Virtual Sign Translator. , 2013, , .		9
8	Exploratory Learning with Geodromo. <i>Journal of Research on Technology in Education</i> , 2010, 43, 171-183.	4.0	8
9	Designing ebook interaction for mobile and contextual learning. , 2014, , .		7
10	The Development of a Gamebook for Education. <i>Procedia Computer Science</i> , 2015, 67, 322-331.	1.2	7
11	The AIDLET Model. <i>International Journal of Web-Based Learning and Teaching Technologies</i> , 2013, 8, 50-71.	0.6	5
12	Supervision of master theses based on Scrum: A case study. <i>Education and Information Technologies</i> , 2021, 26, 3721.	3.5	5
13	Implementing Mobile Learning Within Personal Learning Environments: A Study of Two Online Courses. <i>International Review of Research in Open and Distance Learning</i> , 2020, 21, 181-198.	1.0	5
14	Games and Simulations in Distance Learning. , 2011, , 67-85.		4
15	The Development of an eBook for Teaching and Learning Mathematics. <i>Lecture Notes in Computer Science</i> , 2016, , 49-56.	1.0	4
16	AR With Cloud Anchors. <i>International Journal of Creative Interfaces and Computer Graphics</i> , 2019, 10, 29-40.	0.1	3
17	Project Flappy Crab: An Edugame for Music Learning. , 2016, , 287-301.		3
18	Automatic Sign Language Translator Model. <i>Advanced Science Letters</i> , 2014, 20, 531-533.	0.2	2

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19	From Cognitive Landscapes to Digital Hyperescapes. International Review of Research in Open and Distance Learning, 2003, 4, .	1.0	2
20	Developments of Serious Games in Education. Advances in Human and Social Aspects of Technology Book Series, 2016, , 392-419.	0.3	2
21	Video and storytelling in a digital world: interactions and narratives in videoclips. Comunicacao E Sociedade, 0, 32, 459-476.	0.0	2
22	EL POTENCIAL DEL VIDEO EN LA EDUCACIÓN ABIERTA Y A DISTANCIA. RIED: Revista Iberoamericana De Educación A Distancia, 2013, 1, .	0.8	1
23	Serious Game on Sign Language. , 2014, , .		1
24	FeelOpo. International Journal of Creative Interfaces and Computer Graphics, 2018, 9, 52-62.	0.1	1
25	Real Time Bidirectional Translator of Portuguese Sign Language. , 2015, , .		1
26	Virtual Signê”Using a Bidirectional Translator in Serious Games. China-USA Business Review, 2015, 14, .	0.1	1
27	A Produçã”o e a Utilizaçã”o de ebooks Interativos e Multimã”dia em EaD. , 0, , .		1
28	PROMOTING AUTONOMOUS WORK OF STUDENTS WITH THE MILAGE LEARN+ APP. , 2017, , .		1
29	Blendwave. , 2017, , .		0
30	FeelOpo. , 2017, , .		0
31	Authors' Response to Van Petegem. International Review of Research in Open and Distance Learning, 2003, 4, .	1.0	0
32	Authors' Response to Litto. International Review of Research in Open and Distance Learning, 2003, 4, .	1.0	0
33	Ecological Strategies and Knowledge Mapping. Lecture Notes in Computer Science, 2004, , 1025-1029.	1.0	0
34	Serious Game for Sign Language. , 2014, , .		0
35	Connecting Cat - A Transmedia Learning Project. Lecture Notes in Computer Science, 2015, , 353-356.	1.0	0
36	HOW TEACHERS BECOME CONTENT PRODUCERS: STUDENTS' USE OF EBOOKS. , 2016, , .		0

#	ARTICLE	IF	CITATIONS
37	VÍdeo e storytelling num mundo digital: interações e narrativas em videoclipes. <i>Comunicacao E Sociedade</i> , 0, 32, 439-457.	0.0	0
38	A espacialidade da tela vertical nas narrativas digitais contemporâneas e as reconfigurações do aspect ratio no audiovisual. <i>Trãade - Revista De Comunicaãõo Cultura E Mãdia</i> , 2020, 8, 177-191.	0.0	0
39	This is not a tile, just a digital remix. , 2019, , .		0
40	Backyard Sounds. <i>International Journal of Creative Interfaces and Computer Graphics</i> , 2020, 11, 1-17.	0.1	0
41	The AIDLET Model. , 0, , 412-435.		0