

Ganix Lasa Erle

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3556379/publications.pdf>

Version: 2024-02-01

19
papers

105
citations

1937685

4
h-index

1474206

9
g-index

19
all docs

19
docs citations

19
times ranked

43
citing authors

#	ARTICLE	IF	CITATIONS
1	Human-centred design in industry 4.0: case study review and opportunities for future research. <i>Journal of Intelligent Manufacturing</i> , 2022, 33, 35-76.	7.3	48
2	A Design Thinking approach to introduce entrepreneurship education in European school curricula. <i>Design Journal</i> , 2017, 20, S754-S766.	0.8	26
3	Eyeface: A new multimethod tool to evaluate the perception of conceptual user experiences. <i>Computers in Human Behavior</i> , 2015, 52, 359-363.	8.5	11
4	Case Study of the Experience Capturer Evaluation Tool in the Design Process of an Industrial HMI. <i>Sustainability</i> , 2020, 12, 6228.	3.2	5
5	Next generation of tools for industry to evaluate the user emotional perception: the biometric-based multimethod tools. <i>Design Journal</i> , 2017, 20, S2771-S2777.	0.8	3
6	TAMUX model for industrial HMI evaluation from UX and task performance perspective. , 2018, , .		3
7	EVALUATING USER EXPERIENCE WITH PHYSIOLOGICAL MONITORING: A SYSTEMATIC LITERATURE REVIEW. <i>Dyna New Technologies</i> , 2021, 8, [20 p.]-[20 p.].	0.1	3
8	A New Method to Evaluate Good Design for Brand Recognition in the Digital World. <i>Design Journal</i> , 2019, 22, 1957-1971.	0.8	2
9	AESTHETIC INTERACTION CONSISTENCY: EXPLORING THE FOUNDATION FOR STATIC AND DYNAMIC AESTHETICS. , 0, , .		2
10	NUEVAS METODOLOGÍAS CENTRADAS EN EL USUARIO PARA LA CREACIÓ"N DE SOFTWARE EN LA INDUSTRIA 4.0. <i>Dyna (Spain)</i> , 2017, 92, 492-492.	0.2	1
11	Datasets of skills-rating questionnaires for advanced service design through expert knowledge elicitation. <i>Scientific Data</i> , 2022, 9, .	5.3	1
12	HEMEL. , 2019, , .		0
13	Analysis of task execution in a data visualisation interface and its influence on individual performance. , 2019, , .		0
14	INTERFACE DESIGN AND ITS IMPACT ON SOFTWARE APPROPRIATION. <i>Dyna (Spain)</i> , 2021, 96, 16-16.	0.2	0
15	APPLICATION OF QUESTIONNAIRES FOR EVALUATION OF USER EXPERIENCE IN INDUSTRIAL ENVIRONMENTS. <i>Dyna (Spain)</i> , 2021, 96, 235-235.	0.2	0
16	PRESENT AND FUTURE OF PHYSIOLOGICAL MONITORING TO EVALUATE USER EXPERIENCE. <i>Dyna (Spain)</i> , 2021, 96, 342-342.	0.2	0
17	NUEVO MODELO DE EVALUACIÓ"N DE IDEAS CONCEPTUALES PARA PRODUCTOS Y SERVICIOS BASADOS EN LA EXPERIENCIA DE USUARIO. <i>Dyna (Spain)</i> , 2016, 91, 25-28.	0.2	0
18	THE EXPERIENTIAL COMPONENT FOR TECHNOLOGICAL APPROPRIATION. <i>Dyna (Spain)</i> , 2019, 94, 489-489.	0.2	0

#	ARTICLE	IF	CITATIONS
19	Robot-aren itxura estetikoak eta erabiltzaileen preferentziak. , 0, , .		0