Jose Bravo

List of Publications by Year
in descending order

106 papers	1,205 citations	394286 19 h-index	477173 29 g-index
113 all docs	113 docs citations	113 times ranked	1424 citing authors

#	Article	IF	Citations
1	eeglib: computational analysis of cognitive performance during the use of video games. Journal of Ambient Intelligence and Humanized Computing, 2022, 13, 5351-5362.	3.3	8
2	Modeling interactions in ambient intelligence. Personal and Ubiquitous Computing, 2021, , 1-3.	1.9	1
3	Characterisation of mobile-device tasks by their associated cognitive load through EEG data processing. Future Generation Computer Systems, 2020, 113, 380-390.	4.9	15
4	A usability study of a mHealth system for diabetes self-management based on framework analysis and usability problem taxonomy methods. Journal of Ambient Intelligence and Humanized Computing, 2019, , 1.	3.3	8
5	Relationship between stride interval variability and aging: use of linear and non-linear estimators for gait variability assessment in assisted living environments. Journal of Ambient Intelligence and Humanized Computing, 2019, 10, 2095-2109.	3.3	6
6	Analysis of Cognitive Load Using EEG when Interacting with Mobile Devices. Proceedings (mdpi), 2019, 31, .	0.2	13
7	Computational EEG Analysis Techniques When Playing Video Games: A Systematic Review. Proceedings (mdpi), 2018, 2, .	0.2	8
8	m-Health: Lessons Learned by m-Experiences. Sensors, 2018, 18, 1569.	2.1	26
9	Smart Device-Based Notifications to Promote Healthy Behavior Related to Childhood Obesity and Overweight. Sensors, 2018, 18, 271.	2.1	4
10	Extended Body-Angles Algorithm to recognize activities within intelligent environments. Journal of Ambient Intelligence and Humanized Computing, 2017, 8, 531-549.	3.3	8
11	Usability and Acceptance of a Mobile and Cloud-Based Platform for Supporting Diabetes Self-management. Lecture Notes in Computer Science, 2017, , 227-239.	1.0	1
12	Affective Avatar Interactions: Towards Recognizing Emotions in Verbal Interaction. Lecture Notes in Computer Science, 2017, , 305-310.	1.0	0
13	Analyzing and Predicting Empathy in Neurotypical and Nonneurotypical Users with an Affective Avatar. Mobile Information Systems, 2017, 2017, 1-11.	0.4	6
14	A Learning System to Support Social and Empathy Disorders Diagnosis through Affective Avatars. , 2016, , .		0
15	Analyzing Human-Avatar Interaction with Neurotypical and not Neurotypical Users. Lecture Notes in Computer Science, 2016, , 525-536.	1.0	1
16	A Proposal for Long-Term Gait Monitoring in Assisted Living Environments Based on an Inertial Sensor Infrastructure. Lecture Notes in Computer Science, 2016, , 300-305.	1.0	1
17	Estimation of Temporal Gait Events from a Single Accelerometer Through the Scale-Space Filtering Idea. Journal of Medical Systems, 2016, 40, 251.	2.2	14
18	Analysis of EEG Frequency Bands During Typical Mechanics of Platform-Videogames. Lecture Notes in Computer Science, 2016, , 306-317.	1.0	1

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19	A Systematic Review for Mobile Monitoring Solutions in M-Health. Journal of Medical Systems, 2016, 40, 199.	2.2	10
20	Ambient intelligence for health environments. Journal of Biomedical Informatics, 2016, 64, 207-210.	2.5	30
21	The Advanced Network of Things: A Middleware to Provide Enhanced Performance and Functionality in IoT. Lecture Notes in Computer Science, 2016, , 284-294.	1.0	1
22	Findings About Selecting Body Parts to Analyze Human Activities Through Skeletal Tracking Joint Oriented Devices. Lecture Notes in Computer Science, 2016, , 537-548.	1.0	0
23	Creating TUIs Using RFID Sensorsâ€"A Case Study Based on the Literacy Process of Children with Down Syndrome. Sensors, 2015, 15, 14845-14863.	2.1	16
24	An Ambulatory System for Gait Monitoring Based on Wireless Sensorized Insoles. Sensors, 2015, 15, 16589-16613.	2.1	83
25	Comparison of a Vision-Based System and a Wearable Inertial-Based System for a Quantitative Analysis and Calculation of Spatio-Temporal Parameters. Lecture Notes in Computer Science, 2015, , 116-122.	1.0	4
26	A Sensorized and Health Aspect-Based Framework to Improve the Continuous Monitoring on Diseases Using Smartphones and Smart Devices. Lecture Notes in Computer Science, 2015, , 68-73.	1.0	1
27	Can Videogames Improve Executive Functioning? A Research Based on Computational Neurosciences. Lecture Notes in Computer Science, 2015, , 201-212.	1.0	0
28	Improving Social Communication Disorders Through Human-Avatar Interaction. Lecture Notes in Computer Science, 2015, , 237-243.	1.0	3
29	A Web Based Cardiovascular Disease Detection System. Journal of Medical Systems, 2015, 39, 122.	2.2	25
30	Towards Context-Aware and User-Centered Analysis in Assistive Environments:. Journal of Medical Systems, 2015, 39, 291.	2.2	5
31	Mobile Monitoring Framework to Design Parameterized and Personalized m-Health Applications According to the Patientâ€™s Diseases. Journal of Medical Systems, 2015, 39, 132.	2.2	8
32	Real-Time Statistical Modeling of Blood Sugar. Journal of Medical Systems, 2015, 39, 123.	2.2	15
33	A Dual Approach for Quantitative Gait Analysis Based on Vision and Wearable Pressure Systems. Lecture Notes in Computer Science, 2015, , 206-218.	1.0	1
34	NFC as a Childhood Obesity Treatment Tool. Journal of Medical Systems, 2015, 39, 96.	2.2	6
35	Activity Recognition in Intelligent Assistive Environments Through Video Analysis with Body-Angles Algorithm. Lecture Notes in Computer Science, 2015, , 162-173.	1.0	3
36	Simulation Results of a Model to Provide Consistent Functionality and Performance in a Healthy Smart City. Lecture Notes in Computer Science, 2015, , 264-269.	1.0	0

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37	Mobile Services Infrastructure for Frailty Diagnosis Support based on Gower's Similarity Coefficient and Treemaps. Mobile Information Systems, 2014, 10, 127-146.	0.4	6
38	Integration of Multisensor Hybrid Reasoners to Support Personal Autonomy in the Smart Home. Sensors, 2014, 14, 17313-17330.	2.1	7
39	Human–Objects Interaction: A Framework for Designing, Developing and Evaluating Augmented Objects. International Journal of Human-Computer Interaction, 2014, 30, 787-801.	3.3	8
40	Mobile and ubiquitous architecture for the medical control of chronic diseases through the use of intelligent devices: Using the architecture for patients with diabetes. Future Generation Computer Systems, 2014, 34, 161-175.	4.9	33
41	An Assistive Navigation System Based on Augmented Reality and Context Awareness for People With Mild Cognitive Impairments. IEEE Journal of Biomedical and Health Informatics, 2014, 18, 368-374.	3.9	55
42	Special Issue on Ambient Interaction. International Journal of Human-Computer Interaction, 2014, 30, 753-754.	3.3	1
43	Context-Driven Human-Environment Interaction (CdH-E Interaction). Interacting With Computers, 2014, 26, 103-104.	1.0	1
44	Editorial to the Special Section on Ambient Intelligence and Assistive Technologies for Cognitive Impaired People. IEEE Journal of Biomedical and Health Informatics, 2014, 18, 352-352.	3.9	3
45	A High-Level Model for a Healthy Smart City. Lecture Notes in Computer Science, 2014, , 386-389.	1.0	3
46	Understanding the Interaction Support for Mobile Work in an Emergency Room. Lecture Notes in Computer Science, 2014, , 312-322.	1.0	0
47	A Framework to Design Parameterized and Personalized m-health Applications according to the Patient's Diseases. Lecture Notes in Computer Science, 2014, , 417-420.	1.0	0
48	RFID breadcrumbs for enhanced care data management and dissemination. Personal and Ubiquitous Computing, 2013, 17, 1095-1104.	1.9	4
49	Elderly frailty detection by using accelerometer-enabled smartphones and clinical information records. Personal and Ubiquitous Computing, 2013, 17, 1073-1083.	1.9	61
50	Mobile computing in ambient assisted living environment. , 2013, , .		0
51	Mobile Monitoring and Reasoning Methods to Prevent Cardiovascular Diseases. Sensors, 2013, 13, 6524-6541.	2.1	35
52	A Knowledge Based Framework to Support Active Aging at Home Based Environments. Lecture Notes in Computer Science, 2013, , 1-8.	1.0	4
53	An Integral Medicine Taking Solution for Mild and Moderate Alzheimer Patients. Lecture Notes in Computer Science, 2013, , 104-111.	1.0	5
54	A Mobile and Ubiquitous Approach for Supporting Frailty Assessment in Elderly People. Journal of Medical Internet Research, 2013, 15, e197.	2.1	40

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55	Using a Communication Model to Collect Measurement Data through Mobile Devices. Sensors, 2012, 12, 9253-9272.	2.1	19
56	Smart Spaces and Smart Objects Interoperability Architecture (S3OiA). , 2012, , .		27
57	A Friendly Navigation-System Based on Points of Interest, Augmented Reality and Context-Awareness. Lecture Notes in Computer Science, 2012, , 137-144.	1.0	8
58	Mobile System for Medical Control of Chronic Diseases through Intelligent Devices. Lecture Notes in Computer Science, 2012, , 49-57.	1.0	3
59	RFID and NFC in Hospital Environments: Reaching a Sustainable Approach. Lecture Notes in Computer Science, 2012, , 125-128.	1.0	3
60	Communication Platform to Enable Collaborative Tourism Applications. Lecture Notes in Computer Science, 2012, , 367-370.	1.0	0
61	A Model to Develop Frailty Diagnosis Tools through Mobile Devices and a Service-Oriented Approach. Lecture Notes in Computer Science, 2012, , 375-382.	1.0	1
62	A mobile proposal for frailty monitoring by rehabilitation and physical daily activity. , 2011, , .		7
63	An NFC Approach for Nursing Care Training. , 2011, , .		14
64	Theme issue: â€œubiquitous computing and ambient intelligenceâ€ Personal and Ubiquitous Computing, 2011, 15, 315-316.	1.9	22
65	Supporting the strategies to improve eldersâ€™ medication compliance by providing ambient aids. Personal and Ubiquitous Computing, 2011, 15, 389-397.	1.9	38
66	Awareness marks: adaptive services through user interactions with augmented objects. Personal and Ubiquitous Computing, 2011, 15, 409-418.	1.9	26
67	COIVA: context-aware and ontology-powered information visualization architecture. Software - Practice and Experience, 2011, 41, 403-426.	2.5	20
68	Towards the ubiquitous visualization: Adaptive user-interfaces based on the Semantic Web. Interacting With Computers, 2011, 23, 40-56.	1.0	47
69	Mobile Augmented Reality Based on the Semantic Web Applied to Ambient Assisted Living. Lecture Notes in Computer Science, 2011, , 17-24.	1.0	22
70	Using and Applying MobiPattern to Design MoMo Framework Modules. Lecture Notes in Computer Science, 2011, , 25-32.	1.0	0
71	Meta-context: Putting Context-Awareness into Context. Lecture Notes in Computer Science, 2011, , 296-305.	1.0	0
72	TALISMAN+: Intelligent System for Follow-Up and Promotion of Personal Autonomy. Lecture Notes in Computer Science, 2011, , 187-191.	1.0	1

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73	Swabbing-Test Interpretation Using Nonlinear Regression in San Jorge Gulf Basin. SPE Reservoir Evaluation and Engineering, 2010, 13, 596-602.	1.1	0
74	Mobile Prescription: An NFC-Based Proposal for AAL. , 2010, , .		23
75	Touch-Based Services' Catalogs for AAL. Lecture Notes in Computer Science, 2010, , 459-462.	1.0	4
76	4-(Benzimidazol-2-yl)-1,2,5-oxadiazol-3-ylamine derivatives: Potent and selective p70S6 kinase inhibitors. Bioorganic and Medicinal Chemistry Letters, 2009, 19, 5191-5194.	1.0	24
77	PIViTa: Taxonomy for Displaying Information in Pervasive and Collaborative Environments. Advances in Soft Computing, 2009, , 293-301.	0.4	1
78	Supporting Clinical Information Management by NFC Technology. IFMBE Proceedings, 2009, , 1734-1737.	0.2	1
79	A Proposal for Mobile Diabetes Self-control: Towards a Patient Monitoring Framework. Lecture Notes in Computer Science, 2009, , 870-877.	1.0	19
80	Towards Implicit Interaction in Ambient Intelligence through Information Mosaic Roles. , 2009, , 1-10.		1
81	From Implicit to Touching Interaction by Identification Technologies: Towards Tagging Context. Lecture Notes in Computer Science, 2009, , 417-425.	1.0	2
82	Exploring Context Semantics for Proactive Cooperative Visualization. Lecture Notes in Computer Science, 2009, , 52-55.	1.0	1
83	From implicit to touching interaction: RFID and NFC approaches. , 2008, , .		24
84	Tagging for nursing care. , 2008, , .		10
85	Enabling NFC technology to support activities in an Alzheimer's day center. , 2008, , .		6
86	Identification technologies to support Alzheimer contexts. , 2008, , .		4
87	Enabling NFC Technology for Supporting Chronic Diseases: A Proposal for Alzheimer Caregivers. Lecture Notes in Computer Science, 2008, , 109-125.	1.0	37
88	Services through NFC technology in AmI environment. , 2008, , .		5
89	Touch-based interaction: an approach through NFC. , 2007, , .		5
90	Computers and Education. , 2007, , .		9

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91	Increasing throughput and personalizing the examination process in universities using RFID. , 2007, , .		3
92	Towards Touching Interaction: A Simple Explicit Input. , 2007, , .		3
93	Adapting technologies to model contexts: Two approaches through RFID &#x00026; NFC. , 2007, , .		8
94	Combining RFID and NFC Technologies in an AmI Conference Scenario. , 2007, , .		6
95	Towards Natural Interaction by Enabling Technologies: A Near Field Communication Approach. Communications in Computer and Information Science, 2007, , 338-351.	0.4	8
96	Modeling contexts by RFID-sensor fusion. , 2006, , .		23
97	Supporting Informal Meetings in Hospitals. , 2006, , .		1
98	Towards disappearing interaction: an approach through RFID. , 2006, , .		3
99	SACEME: An Authoring Tool for Knowledge Acquisition Using Techniques of Programming by Examples. Lecture Notes in Computer Science, 2004, , 507-516.	1.0	0
100	Organizing Problem Solving Activities for Synchronous Collaborative Learning of Design Domains. Lecture Notes in Computer Science, 2003, , 108-111.	1.0	2
101	Influence of water hardness on the bioavailability and toxicity of linear alkylbenzene sulphonate (LAS). Chemosphere, 2001, 44, 1749-1757.	4.2	67
102	Conjugate additions of heteronucleophiles to enones and alkynoates. A 'benign by design' functionalization of heteroaromatics. Green Chemistry, 2001, 3, 26-29.	4.6	19
103	Performance of sacrificial anodes to protect the splash zone of concrete piles. Materials and Structures/Materiaux Et Constructions, 1997, 30, 556-560.	1.3	12
104	Planning in problem solving: a case study in domotics. , 0, , .		4
105	Touching Services: The Tag-NFC Structure. Advances in Soft Computing, 0, , 117-124.	0.4	0
106	Interaction by Contact for Supporting Alzheimer Sufferers. Advances in Soft Computing, 0, , 125-133.	0.4	1