Sandra Sanchez-Gordon

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/3803745/publications.pdf

Version: 2024-02-01

46 papers

397 citations

8 h-index 996849 15 g-index

53 all docs 53 docs citations

53 times ranked 303 citing authors

#	Article	IF	CITATIONS
1	Research challenges in accessible MOOCs: a systematic literature review 2008–2016. Universal Access in the Information Society, 2018, 17, 775-789.	2.1	48
2	Web accessibility of MOOCs for elderly students. , 2013, , .		47
3	Classification of Phishing Attack Solutions by Employing Deep Learning Techniques: A Systematic Literature Review. Smart Innovation, Systems and Technologies, 2020, , 51-64.	0.5	43
4	Web accessibility evaluation of massive open online courses on Geographical Information Systems. , 2014, , .		23
5	Technological Innovations in Large-Scale Teaching: Five Roots of Massive Open Online Courses. Journal of Educational Computing Research, 2018, 56, 623-644.	3.6	17
6	Accessibility Assessment in Mobile Applications for Android. Advances in Intelligent Systems and Computing, 2020, , 279-288.	0.5	16
7	Usability Study of a Web-Based Platform for Home Motor Rehabilitation. IEEE Access, 2019, 7, 7932-7947.	2.6	15
8	Accessible blended learning for non-native speakers using MOOCs., 2015,,.		13
9	A Learning Tool for the ISO/IEC 29110 Standard: Understanding the Project Management of Basic Profile. Communications in Computer and Information Science, 2016, , 270-283.	0.4	13
10	An ecosystem for corporate training with accessible MOOCs and OERs. , 2015, , .		11
11	Relevance of MOOCs for training of public sector employees. , 2015, , .		10
12	An Agile Approach to Improve the Usability of a Physical Telerehabilitation Platform. Applied Sciences (Switzerland), 2019, 9, 480.	1.3	10
13	Design, Implementation and Evaluation of MOOCs to Improve Inclusion of Diverse Learners. Advances in Educational Technologies and Instructional Design Book Series, 2016, , 115-141.	0.2	10
14	Integration of accessibility design patterns with the software implementation process of ISO/IEC 29110. Journal of Software: Evolution and Process, 2019, 31, e1987.	1.2	8
15	Analysis and Improvement of the Web Accessibility of a Tele-rehabilitation Platform for Hip Arthroplasty Patients. Advances in Intelligent Systems and Computing, 2019, , 233-245.	0.5	8
16	E-Government Accessibility in Ecuador: A Preliminary Evaluation. , 2020, , .		7
17	Evaluation of the implementation of a subset of ISO/IEC 29110 Software Implementation process in four teams of undergraduate students of Ecuador. An empirical software engineering experiment. Computer Standards and Interfaces, 2020, 70, 103430.	3.8	7
18	Editor for accessible images in e-Learning platforms. , 2016, , .		6

#	Article	IF	Citations
19	Detection of Student Behavior Profiles Applying Neural Networks and Decision Trees. Advances in Intelligent Systems and Computing, 2020, , 591-597.	0.5	5
20	e-Education in countries with low and medium human development levels using MOOCs. , 2016, , .		4
21	Technical Contributions to the Quality of Telerehabilitation Platforms: Case Studyâ€"ePHoRt Project. , 0, , .		4
22	Building Hybrid Interfaces to Increase Interaction with Young Children and Children with Special Needs. Advances in Intelligent Systems and Computing, 2020, , 306-314.	0.5	4
23	Model for Profiling Users With Disabilities on e-Learning Platforms. IEEE Access, 2021, 9, 74258-74274.	2.6	4
24	Mobile Technological Apps to Improve Frontal Lobe Functioning. Advances in Intelligent Systems and Computing, 2021, , 89-93.	0.5	4
25	Design, Implementation and Evaluation of MOOCs to Improve Inclusion of Diverse Learners. , 2020, , 52-79.		4
26	An Algorithm for Classifying Handwritten Signatures Using Convolutional Networks. IEEE Latin America Transactions, 2022, 20, 465-473.	1.2	4
27	Lifecycle for MOOC Development and Management. Advances in Educational Technologies and Instructional Design Book Series, 2018, , 24-48.	0.2	3
28	Evolution of Accessibility Metadata in Educational Resources. Advances in Educational Technologies and Instructional Design Book Series, 2020, , 1-20.	0.2	3
29	Towards an Engineering Process for Developing Accessible Software in Small Software Enterprises. , 2016, , .		3
30	Development of an Accessible Video Game to Improve the Understanding of the Test of Honey-Alonso. Advances in Intelligent Systems and Computing, 2020, , 289-298.	0.5	2
31	Integrating Approaches in Software Development: A Case Analysis in a Small Software Company. Communications in Computer and Information Science, 2020, , 95-106.	0.4	2
32	Architectural Metamodel for Requirements of Images Accessibility in Online Editors., 2018,,.		1
33	Interaction with a Tele-Rehabilitation Platform Through a Natural User Interface: A Case Study of Hip Arthroplasty Patients. Advances in Intelligent Systems and Computing, 2019, , 246-256.	0.5	1
34	Mapping between CMMI-DEV v1.3 and ISO/IEC 90003:2014. , 2019, , .		1
35	Implementation of Controls for Insertion of Accessible Images in Open Online Editors Based on WCAG Guidelines. Case Studies: TinyMCE and Summernote. Advances in Intelligent Systems and Computing, 2020, , 315-326.	0.5	1
36	Improving Usability with Think Aloud and Focus Group Methods. A Case Study: An Intelligent Police Patrolling System (I-Pat). Advances in Intelligent Systems and Computing, 2020, , 361-373.	0.5	1

#	Article	IF	CITATIONS
37	Striving for Inclusion in E-Learning and E-Health. Advances in Human and Social Aspects of Technology Book Series, 2021, , 44-72.	0.3	1
38	A practical example of a collaborative learning experience for engineering students: How to build accesible indoor maps. , $2015, \ldots$		0
39	Model for adjusting workplaces for employees with visual and hearing disabilities. , 2017, , .		0
40	Indoor Localization Solution for Users with Visual Disabilities. , 2018, , .		0
41	Application to Guide People with Visual Disability on Internal Buildings, Using Beacon Bluetooth Positioning Systems. Advances in Intelligent Systems and Computing, 2020, , 375-382.	0.5	O
42	Analysis of the Level of Accessibility of Scientific Online Conferences for Blind Participants. Lecture Notes in Networks and Systems, 2021, , 563-570.	0.5	0
43	Enterprise file synchronization and sharing services for educational environments in case of disaster. Revista Facultad De IngenierÃa, 2018, 27, .	0.0	O
44	Model for Generation of Profiles for Persons with Disabilities in e-Learning Environments. Advances in Intelligent Systems and Computing, 2020, , 242-249.	0.5	0
45	Contributions to Improve Accessibility and Usability of Academic Journal Management Systems. Case Study: OJS. Advances in Intelligent Systems and Computing, 2020, , 259-264.	0.5	O
46	Un experimento para crear conciencia en las personas acerca de los ataques de IngenierÃa Social. Ciencia UNEMI, 2020, 13, 27-40.	0.2	0