L Pombo

List of Publications by Year
in descending order

39 papers	478 citations	932766 10 h-index	713013 21 g-index
40 all docs	40 docs citations	40 times ranked	698 citing authors

#	Article	IF	Citations
1	Determination of trace metals in fish species of the Ria de Aveiro (Portugal) by electrothermal atomic absorption spectrometry. Food Chemistry, 2001, 75, 93-100.	4.2	122
2	Biotransformation and Genotoxic Biomarkers in Mullet Species (LIZA SP.) From a Contaminated Coastal Lagoon (Ria De Aveiro, Portugal). Environmental Monitoring and Assessment, 2005, 107, 133-153.	1.3	60
3	Environmental influences on fish assemblage distribution of an estuarine coastal lagoon, Ria de Aveiro (Portugal). Scientia Marina, 2005, 69, 143-159.	0.3	50
4	Changes in the fish fauna of the Ria de Aveiro estuarine lagoon (Portugal) during the twentieth century. Journal of Fish Biology, 2002, 61, 167-181.	0.7	35
5	The structure, diversity and somatic production of the fish community in an estuarine coastal lagoon, Ria de Aveiro (Portugal). Hydrobiologia, 2007, 587, 253-268.	1.0	35
6	Assessing collaborative work in a higher education blended learning context: strategies and students' perceptions. Educational Media International, 2010, 47, 217-229.	0.9	19
7	The Potential Educational Value of Mobile Augmented Reality Games: The Case of EduPARK App. Education Sciences, 2020, 10, 287.	1.4	19
8	The Impact of Teacher Training Using Mobile Augmented Reality Games on Their Professional Development. Education Sciences, 2021, 11, 404.	1.4	16
9	The quality of peer assessment in a wiki-based online context: a qualitative study. Educational Media International, 2012, 49, 139-149.	0.9	13
10	Evaluation of a Mobile Augmented Reality Game Application as an Outdoor Learning Tool. International Journal of Mobile and Blended Learning, 2019, 11, 59-79.	0.5	12
11	Evaluating an online e-module for Portuguese primary teachers: trainees' perceptions. Technology, Pedagogy and Education, 2012, 21, 21-36.	3.3	11
12	Marker-based augmented reality application for mobile learning in an urban park: Steps to make it real under the EduPARK project. , 2017, , .		9
13	An App that Changes Mentalities about Mobile Learning—The EduPARK Augmented Reality Activity. Computers, 2019, 8, 37.	2.1	9
14	Game-Based Mobile Learning with Augmented Reality: Are Teachers Ready to Adopt It?. Smart Innovation, Systems and Technologies, 2020, , 207-218.	0.5	8
15	Edulabs for the Integration of Technologies in Basic Education – Monitoring the AGIRE Project. International Journal of Research in Education and Science, 2015, 2, 16.	0.8	8
16	Edulabs AGIRE project – evaluation of ICT integration in teaching strategies. Educational Media International, 2017, 54, 215-230.	0.9	7
17	Improving students' learning with a mobile augmented reality approach – the EduPARK game. Interactive Technology and Smart Education, 2019, 16, 392-406.	3.8	7
18	Augmented Reality and Mobile Learning in a Smart Urban Park: Pupils' Perceptions of the EduPARK Game. Smart Innovation, Systems and Technologies, 2018, , 90-100.	0.5	7

#	Article	IF	Citations
19	The Use of Communication Technologies in Higher Education in Portugal: Best Practices and Future Trends. , 2016, , 1-20.		4
20	Academic domains as political battlegrounds. Information Development, 2017, 33, 270-288.	1.4	4
21	Diversity of Strategies to Promote Effective B-Learning. , 0, , 627-644.		4
22	The impact of biology/geology school teachers masters courses on the improvement of science education quality in Portugal. Research in Science and Technological Education, 2009, 27, 31-44.	1.4	3
23	Junior Code Academy: A pilot project. , 2015, , .		3
24	Guidelines for Teacher Training in Mobile Augmented Reality Games: Hearing the Teachersâ€™ Voices. Education Sciences, 2021, 11, 597.	1.4	3
25	EduLabs. Advances in Educational Technologies and Instructional Design Book Series, 2018, , 191-210.	0.2	2
26	Current Trends in Game-Based Learningâ€"Introduction to a Special Collection of Research. Education Sciences, 2021, 11, 622.	1.4	2
27	EVALUATION OF INNOVATIVE TEACHING AND LEARNING STRATEGIES IN SCIENCE EDUCATION: COLLABORATIVE WORK AND PEER ASSESSMENT. Problems of Education in the 21st Century, 2012, 43, 86-94.	0.3	2
28	Changes in the fish fauna of the Ria de Aveiro estuarine lagoon (Portugal) during the twentieth century. Journal of Fish Biology, 2002, 61, 167-181.	0.7	1
29	IMPACT OF THE EDULAB MODEL ON THE TEACHING STRATEGIES. INTED Proceedings, 2017, , .	0.0	1
30	ICEM & SIIE 2011 Joint Conference â€œOld meets new - media in educationâ€•â€" A review. Educational Media International, 2012, 49, 77-80.	0.9	0
31	Web 1.0 and Web 2.0: An Anglo-Portuguese Research Project on the Impact of Using Technology in Science Education Programmes. , 2012, , 75-86.		0
32	An Evaluation Model for Quality Assurance of Blended Learning: Exploring the Lecturersâ€™ Perspectives. , 2012, , 41-55.		0
33	Tracing the Use of Communication Technologies in Higher Education. Advances in Higher Education and Professional Development Book Series, 2015, , 157-174.	0.1	0
34	Tracing the Use of Communication Technologies in Higher Education. , 2016, , 1035-1053.		0
35	Tips Towards Tackling Distance Education Modules. Advances in Higher Education and Professional Development Book Series, 2016, , 328-342.	0.1	0
36	TEACHER PROFESSIONAL DEVELOPMENT: PROMOTER OF INNOVATIVE PEDAGOGICAL PRACTICES WITH THE USE OF TECHNOLOGIES IN BASIC EDUCATION. INTED Proceedings, 2017, , .	0.0	0

#	Article	IF	Citations
37	THE USE OF TECHNOLOGIES IN EDUCATION: INITIAL PERCEPTIONS OF TEACHERS INVOLVED IN THE EDULAB PROJECT. , 2018, , .		0
38	Internal Consistency of The Educational Value Scale for Green Outdoor Settings â€" The Case of Edupark App. European Distance and E-Learning Network, 2020, , 31-39.	0.3	0
39	UA INFORMA: EDUCATION FOR SUSTAINABILITY FROM THE ACADEMIA TO THE COMMUNITY. EDULEARN Proceedings, 2022, , .	0.0	0