Ramon Fabregat Gesa

List of Publications by Year
in descending order

91	897	567144 15	580701 25
papers	citations	h-index	g-index

93	93	93	666
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Scaffolding in immersive virtual reality environments for learning English: an eye tracking study. Educational Technology Research and Development, 2022, 70, 339-362.	2.0	14
2	Research based on the design of Co-CreHAs: co-creation of educational material adapted to high-ability students to improve their motivation. , 2022, 11, 63.		2
3	Determinants of student performance with mobileâ€based assessment systems for English as a foreign language courses. Journal of Computer Assisted Learning, 2022, 38, 797-810.	3.3	2
4	Educational Robotics Intervention in the Motivation of Students. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2022, 17, 131-139.	0.7	7
5	Augmented Reality, Virtual Reality, and Game Technologies in Ophthalmology Training. Information (Switzerland), 2022, 13, 222.	1.7	8
6	Enhancing Recommender System with Collaborative Filtering and User Experiences Filtering. Applied Sciences (Switzerland), 2021, 11, 11890.	1.3	1
7	Survey of Smart Parking Systems. Applied Sciences (Switzerland), 2020, 10, 3872.	1.3	37
8	Survey: Using Augmented Reality to Improve Learning Motivation in Cultural Heritage Studies. Applied Sciences (Switzerland), 2020, 10, 897.	1.3	33
9	Evaluation of a learning analytics tool for supporting teachers in the creation and evaluation of accessible and quality open educational resources. British Journal of Educational Technology, 2020, 51, 1019-1038.	3.9	13
10	RepresentaciÃ³n del conocimiento de un proceso de co-creaciÃ³n de material educativo. Tecno LÃ³gicas, 2020, 23, 159-177.	0.1	3
11	Arquitectura de servicios adaptativos para un proceso de co-creaciÃ³n con estudiantes con altas capacidades. Tecno LÃ³gicas, 2020, 23, 213-227.	0.1	1
12	Heritage education experience supported in augmented reality. Revista Facultad De IngenierÃa, 2020, , 52-62.	0.5	2
13	Raim: framework para la inclusiÃ³n adaptativa en entornos educativos para todos. Tecno LÃ³gicas, 2020, 23, 179-196.	0.1	1
14	RunayaySoft. International Journal of Web Information Systems, 2019, 15, 103-131.	1.3	0
15	Implementation of the Framework to Heritage Education Supported in Augmented Reality. , 2019, , .		0
16	Framework for designing motivational augmented reality applications in vocational education and training. Australasian Journal of Educational Technology, 2019, 35, .	2.0	29
17	Model for Sharing Knowledge in a Co-creation Process with High Ability Students. Advances in Intelligent Systems and Computing, 2018, , 490-497.	0.5	0
18	AdaptHAs: Adapting Theme and Activity Selections for a Co-creation Process for High Ability Students. Advances in Intelligent Systems and Computing, 2018, , 851-858.	0.5	1

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19	Accomm: adaptive system for supply network operational planning. International Journal of Web Information Systems, 2018, 14, 78-106.	1.3	0
20	Insights Into the Factors Influencing Student Motivation in Augmented Reality Learning Experiences in Vocational Education and Training. Frontiers in Psychology, 2018, 9, 1486.	1.1	45
21	Knowlegde management for co-creating educational material with high ability students, teachers and parents. , 2018, , .		2
22	Co-CreHAs: Co-creation process of enrichment activities for high ability students. , 2018, , .		6
23	UNDERSTANDING HOW HIGH ABILITY STUDENTS LEARN AND STUDY: A PARENTS AND STUDENTS VIEW. , 2018, , .		0
24	KNOWLEDGE MANAGEMENT TOOLS AND TECHNICS TO SUPPORT CO-CREATION PROCESS OF EDUCATIONAL MATERIAL. , 2018, , .		1
25	VALIDATING A CO-CREATION MODEL OF LEARNING MATERIAL FOR HIGH ABILITY STUDENTS. , 2018, , .		0
26	Augmented Reality Game-Based Learning: Enriching Studentsâ€™ Experience During Reading Comprehension Activities. Journal of Educational Computing Research, 2017, 55, 901-936.	3.6	89
27	A Novel Web-Based Approach for Visualization and Inspection of Reading Difficulties on University Students. IEEE Transactions on Learning Technologies, 2017, 10, 53-67.	2.2	36
28	ATCE. , 2017, , .		2
29	aTenDerAH: A Videogame to Support e-Learning Students with ADHD. , 2017, , .		6
30	A domain-independent data ADHD student model for computer-based educational systems. Data analysis in higher education. Journal of Ambient Intelligence and Smart Environments, 2017, 9, 625-639.	0.8	1
31	CO-CREATION TO HIGH ABILITY STUDENTS: PEDAGOGY AND TECHNOLOGY. EDULEARN Proceedings, 2017, , .	0.0	0
32	Co Design of Augmented Reality Game-Based Learning Games with Teachers Using Co-CreaARGBL Method. , 2016, , .		10
33	Cocreation and Evaluation of Inclusive and Accessible Open Educational Resources: A Mapping Toward the IMS Caliper. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2016, 11, 167-176.	0.7	8
34	The ALTER-NATIVA knowledge management approach. Journal of Intelligent Manufacturing, 2016, 27, 83-99.	4.4	2
35	Modeling citizensâ€™ urban time-use using adaptive hypermedia surveys to obtain an urban planning, citizen-centric, methodological reinvention. Time and Society, 2016, 25, 272-294.	0.8	8
36	Supporting the Acquisition of Scientific Skills by the Use of Learning Analytics. Lecture Notes in Computer Science, 2016, , 281-293.	1.0	2

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37	Dynamic Adaptive Activity Planning in Education: Implementation and Case Study. Communications in Computer and Information Science, 2016, , 112-131.	0.4	1
38	A Teacher Professional Development Program for Designing Inclusive Learning Experiences. , 2015, , .		2
39	Framework to Heritage Education Using Emerging Technologies. Procedia Computer Science, 2015, 75, 239-249.	1.2	31
40	Mobile Augmented Reality in Vocational Education and Training. Procedia Computer Science, 2015, 75, 49-58.	1.2	96
41	â€œSocial Heritageâ€•Augmented Reality Application to Heritage Education. Lecture Notes in Computer Science, 2015, , 17-24.	1.0	4
42	An Architecture for Dynamic and Adaptive User Activity Planning Systems. , 2015, , .		2
43	Using a videogame with augmented reality for an inclusive logical skills learning session. , 2014, , .		14
44	Gremlings in My Mirror: An Inclusive AR-Enriched Videogame for Logical Math Skills Learning. , 2014, , .		8
45	Context-aware adaptive and personalized mobile learning delivery supported by UoLmP. Journal of King Saud University - Computer and Information Sciences, 2014, 26, 47-61.	2.7	71
46	Learning Object Recommendations Based on Quality and Item Response Theory. , 2014, , .		5
47	Supporting Context-Aware Adaptive and Personalized Mobile Learning Delivery: Evaluation Results from the Use of UoLm Player. , 2013, , .		4
48	A Software Suite for Efficient Use of the European Qualifications Framework in Online and Blended Courses. IEEE Transactions on Learning Technologies, 2013, 6, 283-296.	2.2	30
49	A Case-based Reasoning Approach to Validate Grammatical Gender and Number Agreement in Spanish language. International Journal of Interactive Multimedia and Artificial Intelligence, 2013, 2, 73.	1.0	0
50	Accessibility evaluation improvement using Case Based Reasoning. , 2012, , .		4
51	Framework for Intervention and Assistance in University Students with Dyslexia. , 2012, , .		4
52	Delivering Adaptive and Context-Aware Educational Scenarios via Mobile Devices. , 2012, , .		12
53	BEDA: A Computerized Assessment Battery for Dyslexia in Adults. Procedia, Social and Behavioral Sciences, 2012, 46, 1795-1800.	0.5	5
54	Knowledge Representation in Support of Adaptable eLearning Services for All. Procedia Computer Science, 2012, 14, 391-402.	1.2	6

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55	Context-Aware and Adaptive Units of Learning in mLearning. International Journal of Handheld Computing Research, 2012, 3, 1-25.	0.4	6
56	Searching for and positioning of contextualized learning objects. International Review of Research in Open and Distance Learning, 2012, 13, 76.	1.0	7
57	A Case-Based Reasoning Approach to Support Teaching of Spanish as a Second Language in Indigenous Communities from Latin America. Lecture Notes in Computer Science, 2012, , 682-691.	1.0	0
58	Social Presence Approach Within the Question and Answering eLearning Model: An Experiment with a Multi-Agent System. Respuestas, 2012, 17, 27-34.	0.2	0
59	Web editing module for tagging metadata of the Fedora Commons repository learning objects under DRD and LOM standards. , 2011, , .		3
60	Adapting Suitable Spaces in Learning Management Systems to Support Distance Learning in Adults with ADHD. , 2011, , .		5
61	Dynamic User Modeling and Adaptation Based on Learning Styles for Supporting Semi-Automatic Generation of IMS Learning Design. , 2011, , .		13
62	Tools for Context-Aware Learning Design and Mobile Delivery. , 2011, , .		16
63	LORSE: Intelligent meta-searcher of learning objects over distributed educational repositories based on intelligent agents. , 2011, , .		5
64	Considering Cognitive Traits of University Students with Dyslexia in the Context of a Learning Management System. Lecture Notes in Computer Science, 2011, , 432-441.	1.0	3
65	Activity-Based Learner-Models for Learner Monitoring and Recommendations in Moodle. Lecture Notes in Computer Science, 2011, , 111-124.	1.0	18
66	Impact of the number of SAB on architectures that support unicast/multicast traffic in WDM networks. International Journal of Communication Networks and Distributed Systems, 2010, 4, 90.	0.3	1
67	A new competency-based e-assessment data model: Implementing the AEEA proposal. , 2010, , .		2
68	A Formative Assessment Tool for Conceptual Database Design Using UML Class Diagram. International Journal of Emerging Technologies in Learning, 2010, 5, 27.	0.8	4
69	Conditional IMS Learning Design Generation Using User Modeling and Planning Techniques. , 2009, , .		4
70	Designing context-aware adaptive units of learning based on IMS-LD standard. , 2009, , .		6
71	Adaptive integral assessment package for the A2UN@ project. , 2009, , .		2
72	Self-Protection: A novel protection scheme for All-Optical Packet Switching networks. , 2009, , .		0

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73	On optimal computation of MPLS label binding for multipoint-to-point connections. IEEE Transactions on Communications, 2008, 56, 1056-1059.	4.9	15
74	Multidimensional Adaptations for Open Learning Management Systems. , 2008, , .		8
75	Adaption of Courses and Learning Environment to the User Context in dotLRN. , 2008, , .		3
76	All-Optical Unicast/Multicast Routing in WDM Networks. , 2008, , .		8
77	Label Space Reduction in MPLS Networks: How Much Can A Single Stacked Label Do?. IEEE/ACM Transactions on Networking, 2008, 16, 1308-1320.	2.6	19
78	A Dynamic Content Generator for Adaptation in Hypermedia Systems. Lecture Notes in Computer Science, 2008, , 320-323.	1.0	2
79	Operational Cost Reduction in WDM Networks using Lighttours. , 2007, , .		0
80	Minimization of Congestion in MPLS Networks by means of Flows Optimization Techniques. IEEE Latin America Transactions, 2007, 5, 352-359.	1.2	2
81	Multicast Extension of Unicast Charging for QoS Services. , 2007, , .		5
82	G+: Enhanced Traffic Grooming in WDM Mesh Networks using Lighttours. IEEE Journal on Selected Areas in Communications, 2007, 25, 1034-1047.	9.7	13
83	Learning Management System Based on SCORM, Agents and Mining. , 2007, , 298-309.		2
84	Optimal Traffic Grooming in WDM using Lighttours. , 2006, , .		0
85	The Impact over the Packets Sequence at the Output Interface in Load Balancing Strategies. , 2006, , .		4
86	Hashing based traffic partitioning in a multicast-multipath MPLS network model. , 2005, , .		5
87	Full label space reduction in MPLS networks: asymmetric merged tunneling. IEEE Communications Letters, 2005, 9, 1021-1023.	2.5	18
88	MAS-SHAAD: a multiagent system proposal for an adaptive hypermedia system. International Journal of Continuing Engineering Education and Life-Long Learning, 2004, 14, 331.	0.1	5
89	A Multi-Objective Optimization Scheme for Multicast Routing: A Multitree Approach. Telecommunication Systems, 2004, 27, 229-251.	1.6	15
90	Adaptive Support for Collaborative and Individual Learning (ASCIL): Integrating AHA! and CLAROLINE. Lecture Notes in Computer Science, 2004, , 279-282.	1.0	4

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91	X-SHAAD: An XML Implementation for Hypermedia Systems Modeling through SHAAD. Lecture Notes in Computer Science, 2003, , 245-254.	1.0	1