

Janio Lincon JadÃ¡n Guerrero

List of Publications by Year in descending order

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Version: 2024-02-01

26
papers

137
citations

1478280

6
h-index

1372474

10
g-index

33
all docs

33
docs citations

33
times ranked

113
citing authors

#	ARTICLE	IF	CITATIONS
1	Procrastinación, adicción al internet y rendimiento académico de estudiantes universitarios ecuatorianos. <i>Estudios Pedagógicos</i> , 2017, 43, 275-289.	0.1	19
2	Creating TUIs Using RFID Sensors – A Case Study Based on the Literacy Process of Children with Down Syndrome. <i>Sensors</i> , 2015, 15, 14845-14863.	2.1	16
3	Accessibility Assessment in Mobile Applications for Android. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 279-288.	0.5	16
4	An Agile Approach to Improve the Usability of a Physical Telerehabilitation Platform. <i>Applied Sciences (Switzerland)</i> , 2019, 9, 480.	1.3	10
5	Accessibility challenges of e-commerce websites. <i>PeerJ Computer Science</i> , 2022, 8, e891.	2.7	10
6	Teaching STEM Competencies Through an Educational Mobile Robot. <i>Lecture Notes in Computer Science</i> , 2020, , 560-573.	1.0	7
7	A Virtual Repository of Learning Objects to Support Literacy of SEN Children. <i>Revista Iberoamericana De Tecnologías Del Aprendizaje</i> , 2015, 10, 168-174.	0.7	6
8	Literacy Toy for Enhancement Phonological Awareness: A Longitudinal Study. <i>Lecture Notes in Computer Science</i> , 2020, , 371-377.	1.0	6
9	Improve Accessibility and Visibility of Selected University Websites. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 229-235.	0.5	5
10	La Escala EFECO para Valorar Funciones Ejecutivas en Formato de Auto-Reporte. <i>Revista Iberoamericana De Diagnostico Y Evaluacion Psicologica</i> , 2019, 50, .	0.1	5
11	Gender Differences Towards Gender Equality: Attitudes and Perceptions Of College Students. <i>Review of European Studies</i> , 2017, 10, 61.	0.1	4
12	Building Hybrid Interfaces to Increase Interaction with Young Children and Children with Special Needs. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 306-314.	0.5	4
13	Relación entre el rendimiento académico y el autorreporte del funcionamiento ejecutivo de adolescentes ecuatorianos. <i>Avances En Psicología Latinoamericana</i> , 2018, 36, 405.	0.4	4
14	Q&Tminqu: Inclusive Board Game for the Integration of People with Disabilities. <i>Communications in Computer and Information Science</i> , 2020, , 85-94.	0.4	4
15	Development of an Accessible Video Game to Improve the Understanding of the Test of Honey-Alonso. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 289-298.	0.5	2
16	Examining the usability of touchscreen gestures for adults with DS. <i>Journal of Reliable Intelligent Environments</i> , 2021, 7, 355.	3.8	2
17	Attention deficit hyperactivity disorder: Behavioral report from professors and self-report from university students.. <i>Psychology and Neuroscience</i> , 2018, 11, 95-104.	0.5	2
18	Phonological Awareness Intervention and Basic Literacy Skill Development with Kiteracy-PiFo. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 319-325.	0.5	2

#	ARTICLE	IF	CITATIONS
19	Fuzzy Model for Back Posture Correction During the Walk. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 299-305.	0.5	1
20	Implementation of Controls for Insertion of Accessible Images in Open Online Editors Based on WCAG Guidelines. Case Studies: TinyMCE and Summernote. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 315-326.	0.5	1
21	Improving Usability with Think Aloud and Focus Group Methods. A Case Study: An Intelligent Police Patrolling System (I-Pat). <i>Advances in Intelligent Systems and Computing</i> , 2020, , 361-373.	0.5	1
22	3D Object Reconstruction Using Concatenated Matrices with MS Kinect: A Contribution to Interiors Architecture. <i>Lecture Notes in Computer Science</i> , 2020, , 682-697.	1.0	1
23	Escape Rooms: Mathematical Challenges Available to Educators. <i>Smart Innovation, Systems and Technologies</i> , 2022, , 195-205.	0.5	1
24	Application to Guide People with Visual Disability on Internal Buildings, Using Beacon Bluetooth Positioning Systems. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 375-382.	0.5	0
25	Technological Intervention Through the Virtual Assistant Alexa in the Development of Linguistic Skills of a New Language. <i>Communications in Computer and Information Science</i> , 2021, , 11-16.	0.4	0
26	Model for Generation of Profiles for Persons with Disabilities in e-Learning Environments. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 242-249.	0.5	0