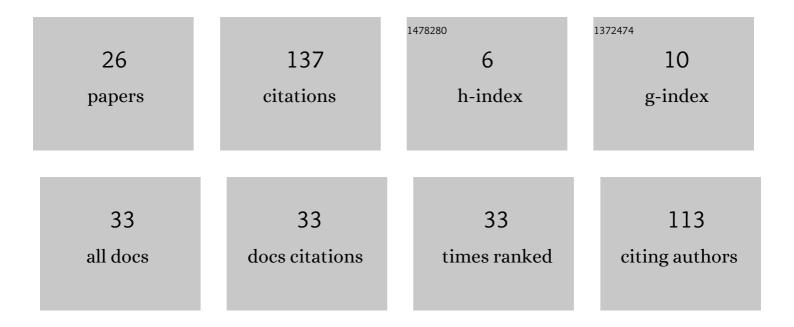
Janio Lincon JadÃ;n Guerrero

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/4127147/publications.pdf Version: 2024-02-01



#	Article	IF	CITATIONS
1	Escape Rooms: Mathematical Challenges Available to Educators. Smart Innovation, Systems and Technologies, 2022, , 195-205.	0.5	1
2	Accessibility challenges of e-commerce websites. PeerJ Computer Science, 2022, 8, e891.	2.7	10
3	Technological Intervention Through the Virtual Assistant Alexa in the Development of Linguistic Skills of a New Language. Communications in Computer and Information Science, 2021, , 11-16.	0.4	0
4	Examining the usability of touchscreen gestures for adults with DS. Journal of Reliable Intelligent Environments, 2021, 7, 355.	3.8	2
5	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	0
6	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
7	Fuzzy Model for Back Posture Correction During the Walk. Advances in Intelligent Systems and Computing, 2020, , 299-305.	0.5	1
8	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
9	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
10	Accessibility Assessment in Mobile Applications for Android. Advances in Intelligent Systems and Computing, 2020, , 279-288.	0.5	16
11	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
12	Teaching STEM Competencies Through an Educational Mobile Robot. Lecture Notes in Computer Science, 2020, , 560-573.	1.0	7
13	Improve Accessibility and Visibility of Selected University Websites. Advances in Intelligent Systems and Computing, 2020, , 229-235.	0.5	5
14	Literacy Toy for Enhancement Phonological Awareness: A Longitudinal Study. Lecture Notes in Computer Science, 2020, , 371-377.	1.0	6
15	3D Object Reconstruction Using Concatenated Matrices with MS Kinect: A Contribution to Interiors Architecture. Lecture Notes in Computer Science, 2020, , 682-697.	1.0	1
16	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
17	Q'inqu: Inclusive Board Game for the Integration of People with†Disabilities. Communications in Computer and Information Science, 2020, , 85-94.	0.4	4
18	Phonological Awareness Intervention and Basic Literacy Skill Development with Kiteracy-PiFo. Advances in Intelligent Systems and Computing, 2020, , 319-325.	0.5	2

#	Article	IF	CITATIONS
19	An Agile Approach to Improve the Usability of a Physical Telerehabilitation Platform. Applied Sciences (Switzerland), 2019, 9, 480.	1.3	10
20	La Escala EFECO para Valorar Funciones Ejecutivas en Formato de Auto-Reporte. Revista Iberoamericana De Diagnostico Y Evaluacion Psicologica, 2019, 50, .	0.1	5
21	Attention deficit hyperactivity disorder: Behavioral report from professors and self-report from university students Psychology and Neuroscience, 2018, 11, 95-104.	0.5	2
22	Relación entre el rendimiento académico y el autorreporte del funcionamiento ejecutivo de adolescentes ecuatorianos. Avances En Psicologia Latinoamericana, 2018, 36, 405.	0.4	4
23	Procrastinación, adicción al internet y rendimiento académico de estudiantes universitarios ecuatorianos. Estudios Pedagogicos, 2017, 43, 275-289.	0.1	19
24	Gender Differences Towards Gender Equality: Attitudes and Perceptions Of College Students. Review of European Studies, 2017, 10, 61.	0.1	4
25	Creating TUIs Using RFID Sensors—A Case Study Based on the Literacy Process of Children with Down Syndrome. Sensors, 2015, 15, 14845-14863.	2.1	16
26	A Virtual Repository of Learning Objects to Support Literacy of SEN Children. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2015, 10, 168-174.	0.7	6