

MarÃ-a L Pertegal-Felices

List of Publications by Year in descending order

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Version: 2024-02-01

21
papers

365
citations

1039406

9
h-index

839053

18
g-index

22
all docs

22
docs citations

22
times ranked

337
citing authors

#	ARTICLE	IF	CITATIONS
1	Resilience and Academic Dropout in Ecuadorian University Students during COVID-19. Sustainability, 2022, 14, 8066.	1.6	7
2	Effect of Migration Flows on the Ethnic Identity of the Indigenous Peoples of the Amazonian Communities. Springer Proceedings in Complexity, 2021, , 643-659.	0.2	0
3	A collaborative working model for enhancing the learning process of science & engineering students. Computers in Human Behavior, 2020, 103, 140-150.	5.1	59
4	Quantification of cultural identity through artificial intelligence: a case study on the Waorani Amazonian ethnicity. Soft Computing, 2020, 24, 11045-11057.	2.1	6
5	Cultural Identity Distance Computation through Artificial Intelligence as an Analysis Tool of the Amazon Indigenous People. A Case Study in the Waorani Community. Sustainability, 2020, 12, 9513.	1.6	3
6	Bibliometric Study of Scientific Production on the Term Collaborative Learning in Web of Science. Sustainability, 2020, 12, 5649.	1.6	8
7	Introducing innovative technologies in higher education: An experience in using geographic information systems for the teaching& learning process. Computer Applications in Engineering Education, 2020, 28, 1110-1127.	2.2	5
8	Comparison of the Effects of the Kahoot Tool on Teacher Training and Computer Engineering Students for Sustainable Education. Sustainability, 2020, 12, 4778.	1.6	15
9	Training Future ICT Engineers in the Field of Accessibility and Usability: A Methodological Experience. IEEE Access, 2020, 8, 65812-65820.	2.6	0
10	Didactics of Mathematics Profile of Engineering Students: A Case Study in a Multimedia Engineering Degree. Education Sciences, 2020, 10, 33.	1.4	0
11	Practical Method of Improving the Teamwork of Engineering Students Using Team Contracts to Minimize Conflict Situations. IEEE Access, 2019, 7, 65083-65092.	2.6	10
12	Design and Application of Project-Based Learning Methodologies for Small Groups Within Computer Fundamentals Subjects. IEEE Access, 2019, 7, 12456-12466.	2.6	24
13	Evaluating Impact on Motivation and Academic Performance of a Game-Based Learning Experience Using Kahoot. Frontiers in Psychology, 2019, 10, 2843.	1.1	48
14	Emotional intelligence training intervention among trainee teachers: a quasi-experimental study. Psicologia: Reflexao E Critica, 2018, 31, 33.	0.4	22
15	Virtual Reality Learning Activities for Multimedia Students to Enhance Spatial Ability. Sustainability, 2018, 10, 1074.	1.6	59
16	A Low-Cost Immersive Virtual Reality System for Teaching Robotic Manipulators Programming. Sustainability, 2018, 10, 1102.	1.6	50
17	An Interdisciplinary Practical for Multimedia Engineering Students. IEEE Transactions on Education, 2017, 60, 8-15.	2.0	11
18	Development of Emotional Skills through Interdisciplinary Practices Integrated into a University Curriculum. Education Research International, 2017, 2017, 1-12.	0.6	7

#	ARTICLE	IF	CITATIONS
19	Emotional Intelligence Profile of High Academic Performance Students in Computer Engineering. Journal of Education, 2017, 197, 25-33.	0.7	2
20	Differences between the personal, social and emotional profiles of teaching and computer engineering professionals and students. Studies in Higher Education, 2014, 39, 1185-1201.	2.9	20
21	The Virtual Debate as a Complementary Evaluation and Learning Method for Large Groups: An Experience with First Year Computer Studies Students. , 2008, , .		1