

Mara L Pertegal-Felices

List of Publications by Year in Descending Order

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

20
papers

189
citations

8
h-index

13
g-index

22
ext. papers

263
ext. citations

2.7
avg, IF

3.56
L-index

#	Paper	IF	Citations
20	Effect of Migration Flows on the Ethnic Identity of the Indigenous Peoples of the Amazonian Communities. <i>Springer Proceedings in Complexity</i> , 2021 , 643-659	0.3	
19	Introducing innovative technologies in higher education: An experience in using geographic information systems for the teaching-learning process. <i>Computer Applications in Engineering Education</i> , 2020 , 28, 1110-1127	1.6	3
18	Comparison of the Effects of the Kahoot Tool on Teacher Training and Computer Engineering Students for Sustainable Education. <i>Sustainability</i> , 2020 , 12, 4778	3.6	11
17	Training Future ICT Engineers in the Field of Accessibility and Usability: A Methodological Experience. <i>IEEE Access</i> , 2020 , 8, 65812-65820	3.5	
16	Didactics of Mathematics Profile of Engineering Students: A Case Study in a Multimedia Engineering Degree. <i>Education Sciences</i> , 2020 , 10, 33	2.2	
15	Diseño de un instrumento para medir identidad cultural indígena: caso de estudio sobre la nacionalidad amazónica Waorani. <i>Revista De Estudios Sociales</i> , 2020 , 51-67	0.6	3
14	Quantification of cultural identity through artificial intelligence: a case study on the Waorani Amazonian ethnicity. <i>Soft Computing</i> , 2020 , 24, 11045-11057	3.5	4
13	Cultural Identity Distance Computation through Artificial Intelligence as an Analysis Tool of the Amazon Indigenous People. A Case Study in the Waorani Community. <i>Sustainability</i> , 2020 , 12, 9513	3.6	2
12	Bibliometric Study of Scientific Production on the Term Collaborative Learning in Web of Science. <i>Sustainability</i> , 2020 , 12, 5649	3.6	7
11	A collaborative working model for enhancing the learning process of science & engineering students. <i>Computers in Human Behavior</i> , 2020 , 103, 140-150	7.7	27
10	Design and Application of Project-Based Learning Methodologies for Small Groups Within Computer Fundamentals Subjects. <i>IEEE Access</i> , 2019 , 7, 12456-12466	3.5	15
9	Practical Method of Improving the Teamwork of Engineering Students Using Team Contracts to Minimize Conflict Situations. <i>IEEE Access</i> , 2019 , 7, 65083-65092	3.5	4
8	Evaluating Impact on Motivation and Academic Performance of a Game-Based Learning Experience Using Kahoot. <i>Frontiers in Psychology</i> , 2019 , 10, 2843	3.4	15
7	Virtual Reality Learning Activities for Multimedia Students to Enhance Spatial Ability. <i>Sustainability</i> , 2018 , 10, 1074	3.6	33
6	A Low-Cost Immersive Virtual Reality System for Teaching Robotic Manipulators Programming. <i>Sustainability</i> , 2018 , 10, 1102	3.6	30
5	Emotional intelligence training intervention among trainee teachers: a quasi-experimental study. <i>Psicologia: Reflexão E Crítica</i> , 2018 , 31, 33	1.1	10
4	. <i>IEEE Transactions on Education</i> , 2017 , 60, 8-15	2.1	7

3	Emotional Intelligence Profile of High Academic Performance Students in Computer Engineering. <i>Journal of Education</i> , 2017 , 197, 25-33	0.5	1
2	Development of Emotional Skills through Interdisciplinary Practices Integrated into a University Curriculum. <i>Education Research International</i> , 2017 , 2017, 1-12	1.2	4
1	Differences between the personal, social and emotional profiles of teaching and computer engineering professionals and students. <i>Studies in Higher Education</i> , 2014 , 39, 1185-1201	2.6	12