

Pedro Afs Almeida

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/420421/publications.pdf>

Version: 2024-02-01

51
papers

255
citations

1478280

6
h-index

1199470

12
g-index

54
all docs

54
docs citations

54
times ranked

156
citing authors

#	ARTICLE	IF	CITATIONS
1	Pedagogical Strategies for the Integration of Augmented Reality in ICT Teaching and Learning Processes. <i>Procedia Computer Science</i> , 2016, 100, 894-899.	1.2	33
2	+TV4E: Interactive Television as a Support to Push Information About Social Services to the Elderly. <i>Procedia Computer Science</i> , 2016, 100, 580-585.	1.2	29
3	Viewer behaviors and practices in the (new) television environment. , 2013, , .		28
4	2BeOn " Interactive Television Supporting Interpersonal Communication. <i>Eurographics</i> , 2002, , 199-208.	0.4	21
5	TV discovery & enjoy. , 2014, , .		12
6	Engaging viewers through social TV games. , 2012, , .		9
7	Content Unification in iTV to Enhance User Experience. , 2018, , .		8
8	Notification Mechanisms In Second-Screen Scenarios - Towards a Balanced User Experience. , 2015, , .		8
9	Iterative User Experience Evaluation of a User Interface for the Unification of TV Contents. <i>Communications in Computer and Information Science</i> , 2018, , 44-57.	0.4	7
10	Discovering TV Contents in a Second Screen App: Perspectives from Portuguese and Brazilian Markets. <i>Procedia Computer Science</i> , 2015, 64, 1240-1247.	1.2	6
11	iNeighbour TV. , 2013, , 1-19.		6
12	Notifications Efficiency, Impact, and Interference in Second-Screen Scenarios. <i>International Journal of Human-Computer Interaction</i> , 2016, 32, 901-911.	3.3	5
13	A Video is Worth a Million Words? Comparing a Documentary with a Scientific Paper to Communicate Design Research. <i>Procedia Computer Science</i> , 2016, 100, 747-754.	1.2	5
14	VR 360° and its impact on the immersion of viewers of suspense AV content. <i>Multimedia Tools and Applications</i> , 2021, 80, 31021-31038.	2.6	5
15	How VR 360° Impacts the Immersion of the Viewer of Suspense AV Content. , 2019, , .		4
16	Implementation of social features over regular IPTV stb. , 2009, , .		4
17	Automatic Creation of TV Content to Integrate in Seniors Viewing Activities. <i>Communications in Computer and Information Science</i> , 2017, , 32-46.	0.4	4
18	Field Trial of a New iTV Approach: The Potential of Its UX Among Younger Audiences. <i>Communications in Computer and Information Science</i> , 2019, , 131-147.	0.4	4

#	ARTICLE	IF	CITATIONS
19	Interactive Trends in the TV Advertising Landscape. <i>Procedia Technology</i> , 2013, 9, 399-404.	1.1	3
20	Iconography's development for a seniors' iTV informative platform. <i>Procedia Computer Science</i> , 2017, 121, 576-583.	1.2	3
21	UI Design for an iTV platform. , 2018, , .		3
22	Analyzing the performance of ASR systems. , 2019, , .		3
23	Online Educational Videos: The Teenagers' Preferences. <i>Communications in Computer and Information Science</i> , 2017, , 65-76.	0.4	3
24	User Identification: A Key Factor for Elderly Viewers to Benefit from Interactive Television Services. <i>Communications in Computer and Information Science</i> , 2011, , 40-48.	0.4	3
25	Promotion of Administrative Modernization through Processes Dematerialization. , 2015, , 640-649.		3
26	Returning to the TV Screen. <i>Advances in Human and Social Aspects of Technology Book Series</i> , 2019, , 146-171.	0.3	3
27	Smartly: A TV Companion App to Deliver Discount Coupons. <i>Communications in Computer and Information Science</i> , 2020, , 53-66.	0.4	3
28	Reliability of Digital Formative Assessment Practices and Instruments. <i>Advances in Mobile and Distance Learning Book Series</i> , 2021, , 171-193.	0.4	2
29	InApp Questions " an Approach for Contextual Evaluation of Applications. <i>Communications in Computer and Information Science</i> , 2017, , 163-175.	0.4	2
30	Audiovisual content as a learning aid for Business English learners: developing and validating a Matrix. , 0, , .		2
31	Sharing and Visualizing Collective Memories " Contexts and Strategies for a Participatory Platform. <i>Communications in Computer and Information Science</i> , 2021, , 3-14.	0.4	2
32	Viewers' behaviors at home on TV and other screens. , 2018, , .		1
33	Educational Online Video. , 2018, , .		1
34	CATEGORIZATION OF BUSINESS ENGLISH COMMUNICATIVE SKILLS: A PROPOSAL. <i>EDULEARN Proceedings</i> , 2017, , .	0.0	1
35	PREFERENCES OF TEENAGERS ABOUT ONLINE VIDEO: HOW TO INCORPORATE EDUCATIONAL INFORMAL VIDEOS IN THEIR DAILY CONSUMPTION ROUTINES. <i>INTED Proceedings</i> , 2017, , .	0.0	1
36	Connector. , 0, , 414-425.		1

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37	Content Unification: A Trend Reshaping the iTV Ecosystem. Lecture Notes in Computer Science, 2018, , 297-300.	1.0	1
38	A Review of Voice User Interfaces for Interactive TV. Communications in Computer and Information Science, 2019, , 115-128.	0.4	1
39	A video engine supported by social buzz to automatically create TV summaries. Multimedia Tools and Applications, 2018, 77, 24313-24331.	2.6	0
40	Eye Senior Getting Information Adjusted to Seniors with Blindness or Low Vision. , 2019, , .		0
41	Tracing the Use of Communication Technologies in Higher Education. Advances in Higher Education and Professional Development Book Series, 2015, , 157-174.	0.1	0
42	Tracing the Use of Communication Technologies in Higher Education. , 2016, , 1035-1053.		0
43	Master in Innovative Tourism Development. Advances in Higher Education and Professional Development Book Series, 2016, , 343-361.	0.1	0
44	Applications and Usability of Interactive TV. Communications in Computer and Information Science, 2017, , .	0.4	0
45	From Live TV Events to Twitter Status Updates - a Study on Delays. Communications in Computer and Information Science, 2017, , 117-128.	0.4	0
46	nowUP: A System that Automatically Creates TV Summaries Based on Twitter Activity. Communications in Computer and Information Science, 2017, , 18-31.	0.4	0
47	USING PROTOTYPES TO IDENTIFY PEDAGOGICAL STRATEGIES FOR THE INTEGRATION OF AUGMENTED REALITY IN THE CLASSROOM. , 2017, , .		0
48	An iTV Prototype for Content Unification. Lecture Notes in Computer Science, 2018, , 293-296.	1.0	0
49	Master in Innovative Tourism Development. , 0, , 474-493.		0
50	UX Evaluation Methodology for iTV: Assessing a Natural Language Interaction System. Communications in Computer and Information Science, 2021, , 149-161.	0.4	0
51	From the Living Room to the Classroom and Back " Production Guidelines for Science Videos. Communications in Computer and Information Science, 2021, , 77-88.	0.4	0