Pedro Afs Almeida

List of Publications by Year
in descending order

51
papers	255
citations	1477746
6
h-index	1199166
12
g-index
54
all docs	54
docs citations	54
times ranked	156
citing authors

#	Article	IF	Citations
1	Reliability of Digital Formative Assessment Practices and Instruments. Advances in Mobile and Distance Learning Book Series, 2021, , 171-193.	0.4	2
2	VR 360º and its impact on the immersion of viewers of suspense AV content. Multimedia Tools and Applications, 2021, 80, 31021-31038.	2.6	5
3	Sharing and Visualizing Collective Memories â€" Contexts and Strategies for a Participatory Platform. Communications in Computer and Information Science, 2021, , 3-14.	0.4	2
4	UX Evaluation Methodology for iTV: Assessing a Natural Language Interaction System. Communications in Computer and Information Science, 2021, , 149-161.	0.4	0
5	From the Living Room to the Classroom and Back â€" Production Guidelines for Science Videos. Communications in Computer and Information Science, 2021, , 77-88.	0.4	0
6	Smartly: A TV Companion App to Deliver Discount Coupons. Communications in Computer and Information Science, 2020, , 53-66.	0.4	3
7	Eye Senior Getting Information Adjusted to Seniors with Blindness or Low Vision. , 2019, , .		0
8	Analyzing the performance of ASR systems. , 2019, , .		3
9	How VR 360º Impacts the Immersion of the Viewer of Suspense AV Content. , 2019, , .		4
10	A Review of Voice User Interfaces for Interactive TV. Communications in Computer and Information Science, 2019, , 115-128.	0.4	1
11	Field Trial of a New iTV Approach: The Potential of Its UX Among Younger Audiences. Communications in Computer and Information Science, 2019, , 131-147.	0.4	4
12	Returning to the TV Screen. Advances in Human and Social Aspects of Technology Book Series, 2019, , 146-171.	0.3	3
13	A video engine supported by social buzz to automatically create TV summaries. Multimedia Tools and Applications, 2018, 77, 24313-24331.	2.6	0
14	Content Unification in iTV to Enhance User Experience. , 2018, , .		8
15	UI Design for an iTV platform. , 2018, , .		3
16	Viewers' behaviors at home on TV and other screens. , 2018, , .		1
17	Iterative User Experience Evaluation of a User Interface for the Unification of TV Contents. Communications in Computer and Information Science, 2018, , 44-57.	0.4	7
18	Educational Online Video. , 2018, , .		1

#	Article	IF	Citations
19	Content Unification: A Trend Reshaping the iTV Ecosystem. Lecture Notes in Computer Science, 2018, , 297-300.	1.0	1
20	An iTV Prototype for Content Unification. Lecture Notes in Computer Science, 2018, , 293-296.	1.0	0
21	Iconography's development for a seniors' iTV informative platform. Procedia Computer Science, 2017, 121, 576-583.	1.2	3
22	InApp Questions – an Approach for Contextual Evaluation of Applications. Communications in Computer and Information Science, 2017, , 163-175.	0.4	2
23	Online Educational Videos: The Teenagers' Preferences. Communications in Computer and Information Science, 2017, , 65-76.	0.4	3
24	CATEGORIZATION OF BUSINESS ENGLISH COMMUNICATIVE SKILLS: A PROPOSAL. EDULEARN Proceedings, 2017, , .	0.0	1
25	PREFERENCES OF TEENAGERS ABOUT ONLINE VIDEO: HOW TO INCORPORATE EDUCATIONAL INFORMAL VIDEOS IN THEIR DAILY CONSUMPTION ROUTINES. INTED Proceedings, 2017, , .	0.0	1
26	Applications and Usability of Interactive TV. Communications in Computer and Information Science, 2017, , .	0.4	0
27	Automatic Creation of TV Content to Integrate in Seniors Viewing Activities. Communications in Computer and Information Science, 2017, , 32-46.	0.4	4
28	From Live TV Events to Twitter Status Updates - a Study on Delays. Communications in Computer and Information Science, 2017, , 117-128.	0.4	0
29	nowUP: A System that Automatically Creates TV Summaries Based on Twitter Activity. Communications in Computer and Information Science, 2017, , 18-31.	0.4	0
30	USING PROTOTYPES TO IDENTIFY PEDAGOGICAL STRATEGIES FOR THE INTEGRATION OF AUGMENTED REALITY IN THE CLASSROOM. , 2017, , .		0
31	+TV4E: Interactive Television as a Support to Push Information About Social Services to the Elderly. Procedia Computer Science, 2016, 100, 580-585.	1.2	29
32	Pedagogical Strategies for the Integration of Augmented Reality in ICT Teaching and Learning Processes. Procedia Computer Science, 2016, 100, 894-899.	1.2	33
33	Notifications Efficiency, Impact, and Interference in Second-Screen Scenarios. International Journal of Human-Computer Interaction, 2016, 32, 901-911.	3.3	5
34	A Video is Worth a Million Words? Comparing a Documentary with a Scientific Paper to Communicate Design Research. Procedia Computer Science, 2016, 100, 747-754.	1.2	5
35	Tracing the Use of Communication Technologies in Higher Education. , 2016, , 1035-1053.		0
36	Master in Innovative Tourism Development. Advances in Higher Education and Professional Development Book Series, 2016, , 343-361.	0.1	0

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37	Discovering TV Contents in a Second Screen App: Perspectives from Portuguese and Brazilian Markets. Procedia Computer Science, 2015, 64, 1240-1247.	1.2	6
38	Notification Mechanisms In Second-Screen Scenarios - Towards a Balanced User Experience. , 2015, , .		8
39	Tracing the Use of Communication Technologies in Higher Education. Advances in Higher Education and Professional Development Book Series, 2015, , 157-174.	0.1	0
40	Promotion of Administrative Modernization through Processes Dematerialization. , 2015, , 640-649.		3
41	TV discovery & enjoy. , 2014, , .		12
42	Interactive Trends in the TV Advertising Landscape. Procedia Technology, 2013, 9, 399-404.	1.1	3
43	Viewer behaviors and practices in the (new) television environment. , 2013, , .		28
44	iNeighbour TV. , 2013, , 1-19.		6
45	Engaging viewers through social TV games. , 2012, , .		9
46	User Identification: A Key Factor for Elderly Viewers to Benefit from Interactive Television Services. Communications in Computer and Information Science, 2011, , 40-48.	0.4	3
47	Implementation of social features over regular IPTV stb. , 2009, , .		4
48	2BeOn â€" Interactive Television Supporting Interpersonal Communication. Eurographics, 2002, , 199-208.	0.4	21
49	Connector. , 0, , 414-425.		1
50	Audiovisual content as a learning aid for Business English learners: developing and validating a Matrix. , 0, , .		2
51	Master in Innovative Tourism Development. , 0, , 474-493.		0