

Miguel A Conde

List of Publications by Year in descending order

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151
papers

1,947
citations

394286

19
h-index

330025

37
g-index

152
all docs

152
docs citations

152
times ranked

1289
citing authors

#	ARTICLE	IF	CITATIONS
1	Can we predict success from log data in VLEs? Classification of interactions for learning analytics and their relation with performance in VLE-supported F2F and online learning. Computers in Human Behavior, 2014, 31, 542-550.	5.1	313
2	Using Learning Analytics to improve teamwork assessment. Computers in Human Behavior, 2015, 47, 149-156.	5.1	136
3	Informal learning recognition through a cloud ecosystem. Future Generation Computer Systems, 2014, 32, 282-294.	4.9	78
4	An evolving Learning Management System for new educational environments using 2.0 tools. Interactive Learning Environments, 2014, 22, 188-204.	4.4	67
5	Fostering STEAM through challenge-based learning, robotics, and physical devices: A systematic mapping literature review. Computer Applications in Engineering Education, 2021, 29, 46-65.	2.2	61
6	Improving the information society skills: Is knowledge accessible for all?. Universal Access in the Information Society, 2018, 17, 229-245.	2.1	57
7	Perceived openness of Learning Management Systems by students and teachers in education and technology courses. Computers in Human Behavior, 2014, 31, 517-526.	5.1	56
8	May I teach you? Students' behavior when lectured by robotic vs. human teachers. Computers in Human Behavior, 2018, 80, 460-469.	5.1	56
9	Visualisation of student learning model in serious games. Computers in Human Behavior, 2015, 47, 98-107.	5.1	43
10	Learning analytics for educational decision making. Computers in Human Behavior, 2015, 47, 1-3.	5.1	33
11	Interoperability for LMS: the missing piece to become the common place for e-learning innovation. International Journal of Knowledge and Learning, 2010, 6, 130.	0.1	31
12	Implementation and design of a service-based framework to integrate personal and institutional learning environments. Science of Computer Programming, 2014, 88, 41-53.	1.5	30
13	Teamwork assessment in the educational web of data: A learning analytics approach towards ISO 10018. Telematics and Informatics, 2018, 35, 551-563.	3.5	29
14	Learning services-based technological ecosystems. , 2015, , .		28
15	Using informal learning for business decision making and knowledge management. Journal of Business Research, 2014, 67, 686-691.	5.8	26
16	RoboSTEAM - A Challenge Based Learning Approach for integrating STEAM and develop Computational Thinking. , 2019, , .		24
17	Mobile Apps for Older Users " The Development of a Mobile Apps Repository for Older People. Lecture Notes in Computer Science, 2014, , 117-126.	1.0	24
18	The impact of a mobile personal learning environment in different educational contexts. Universal Access in the Information Society, 2015, 14, 375-387.	2.1	23

#	ARTICLE	IF	CITATIONS
19	Cooperative Micro Flip Teaching. Lecture Notes in Computer Science, 2016, , 14-24.	1.0	23
20	Personal Learning Environments and Online Classrooms: An Experience With University Students. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2015, 10, 26-32.	0.7	21
21	Predicting teamwork group assessment using log data-based learning analytics. Computers in Human Behavior, 2018, 89, 373-384.	5.1	21
22	HiMoP: A three-component architecture to create more human-acceptable social-assistive robots. Cognitive Processing, 2018, 19, 233-244.	0.7	20
23	A Knowledge Management System to Classify Social Educational Resources Within a Subject Using Teamwork Techniques. Lecture Notes in Computer Science, 2015, , 510-519.	1.0	18
24	Evaluation of the CTMTC Methodology for Assessment of Teamwork Competence Development and Acquisition in Higher Education. Lecture Notes in Computer Science, 2016, , 201-212.	1.0	18
25	Systematic Mapping Literature Review of Mobile Robotics Competitions. Sensors, 2022, 22, 2160.	2.1	18
26	Knowledge Co-Creation Process Based on Informal Learning Competences Tagging and Recognition. International Journal of Human Capital and Information Technology Professionals, 2013, 4, 18-30.	0.5	17
27	Exploring Student Interactions: Learning Analytics Tools for Student Tracking. Lecture Notes in Computer Science, 2015, , 50-61.	1.0	17
28	Bridging the Gap between LMS and Social Network Learning Analytics in Online Learning. Journal of Information Technology Research, 2016, 9, 1-15.	0.3	17
29	Promoting Computational Thinking in K-12 students by applying unplugged methods and robotics. , 2017, , .		17
30	iMOOC Platform: Adaptive MOOCs. Lecture Notes in Computer Science, 2016, , 380-390.	1.0	16
31	Systematic Literature Review of Realistic Simulators Applied in Educational Robotics Context. Sensors, 2021, 21, 4031.	2.1	16
32	A promised land for educational decision-making?. , 2013, , .		15
33	Dealing with complexity. , 2014, , .		15
34	Academic Success Assessment through Version Control Systems. Applied Sciences (Switzerland), 2020, 10, 1492.	1.3	15
35	Adapting LMS Architecture to the SOA: An Architectural Approach. , 2009, , .		14
36	Exploring Software Engineering Subjects by Using Visual Learning Analytics Techniques. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2015, 10, 242-252.	0.7	14

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37	Representing Data Visualization Goals and Tasks through Meta-Modeling to Tailor Information Dashboards. Applied Sciences (Switzerland), 2020, 10, 2306.	1.3	14
38	RoboSTEAM Project Systematic Mapping: Challenge Based Learning and Robotics. , 2020, , .		13
39	SOA Initiatives for eLearning: A Moodle Case. , 2009, , .		12
40	Evaluation of teamwork competence acquisition by using CTMTC methodology and learning analytics techniques. , 2016, , .		12
41	Supporting Team Based Learning Using Electronic Laboratory Notebooks: Perspectives From Transnational Students. IEEE Access, 2021, 9, 43241-43252.	2.6	12
42	Enhancing Education for the Knowledge Society Era with Learning Ecosystems. Advances in Knowledge Acquisition, Transfer and Management Book Series, 2017, , 1-24.	0.1	12
43	A case study for measuring Informal Learning in PLEs. International Journal of Emerging Technologies in Learning, 2014, 9, 47.	0.8	11
44	Analysing the Computational Competences Acquired by K-12 Students When Lectured by Robotic and Human Teachers. International Journal of Social Robotics, 2020, 12, 1009-1019.	3.1	11
45	Visual learning analytics techniques applied in software engineering subjects. , 2014, , .		10
46	Learning content management systems for the definition of adaptive learning environments. , 2014, , .		10
47	Developing win-win solutions for virtual placements in informatics. , 2014, , .		10
48	Can We Apply Learning Analytics Tools in Challenge Based Learning Contexts?. Lecture Notes in Computer Science, 2017, , 242-256.	1.0	10
49	Supercomputers to improve the performance in higher education: A review of the literature. Computers and Education, 2019, 128, 353-364.	5.1	10
50	Web services layer for Moodle 2.0: a new area of possibilities in web based learning. International Journal of Technology Enhanced Learning, 2011, 3, 308.	0.4	9
51	Improving Learning Object Quality. International Journal of Distance Education Technologies, 2012, 10, 1-16.	1.9	9
52	Entornos personales de aprendizaje móvil: una revisión sistemática de la literatura. RIED: Revista Iberoamericana De Educación A Distancia, 2017, 20, 73.	0.8	9
53	Interoperability Scenarios to Measure Informal Learning Carried Out in PLEs. , 2011, , .		8
54	Semester of Code: Piloting virtual placements for informatics across Europe. , 2015, , .		8

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55	Predictive models of academic success. , 2018, , .		8
56	Predicting academic success through studentsâ€™ interaction with Version Control Systems. Open Computer Science, 2019, 9, 243-251.	1.3	8
57	Educational Robotics Summer Camp at IPB. , 2019, , .		8
58	ICT for Older People to Learn about ICT: Application and Evaluation. Lecture Notes in Computer Science, 2016, , 292-302.	1.0	8
59	A Learning Analytics tool for the analysis of studentsâ€™ Telegram messages in the context of teamwork virtual activities. , 2020, , .		8
60	Interoperability for LMS: The Missing Piece to Become the Common Place for Elearning Innovation. Lecture Notes in Computer Science, 2009, , 286-295.	1.0	7
61	Design and development of a Learning Analytics system to evaluate group work competence. , 2014, , .		7
62	Mobile apps repository for older people. , 2014, , .		7
63	Co-operative Networks and their Influence on Engagement: A Study with Students of a Degree in Nursing. Journal of Medical Systems, 2017, 41, 103.	2.2	7
64	Information society skills: Is knowledge accessible for all? Part II. Universal Access in the Information Society, 2018, 17, 447-451.	2.1	7
65	Computational thinking and robotics in education. , 2019, , .		7
66	A Mobile Personal Learning Environment Approach. Lecture Notes in Computer Science, 2013, , 132-141.	1.0	7
67	Playing with SHULE. , 2014, , .		6
68	Towards mobile personal learning environments (MPLE) in higher education. , 2014, , .		6
69	Analysing the attitude of students towards robots when lectured on programming by robotic or human teachers. , 2016, , .		6
70	Learning analytics. , 2016, , .		6
71	Information society skills: Is knowledge accessible for all? Part I. Universal Access in the Information Society, 2018, 17, 223-227.	2.1	6
72	Integrating supercomputing clusters into education: a case study in biotechnology. Journal of Supercomputing, 2021, 77, 2302-2325.	2.4	6

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73	Assessing the individual acquisition of teamwork competence by exploring studentsâ€™ instant messaging tools use: the WhatsApp case study. Universal Access in the Information Society, 2021, 20, 441-450.	2.1	6
74	Clustering Projects for eLearning Interoperability. Journal of Universal Computer Science, 2012, 18, .	0.6	6
75	A systematic mapping about simulators and remote laboratories using hardware in the loop and robotic: Developing STEM/STEAM skills in pre-university education. , 2021, , .		6
76	Moodle HEODAR implementation and its implantation in an academic context. International Journal of Technology Enhanced Learning, 2010, 2, 241.	0.4	5
77	Retrieval Information Model for Moodle Data Visualization. , 2010, , .		5
78	Using the TRAILER tool for managing informal learning in academic and professional contexts. , 2013, , .		5
79	Endless horizons?. , 2015, , .		5
80	Approximation of statistical implicative analysis to learning analytics. , 2016, , .		5
81	Analyzing Studentsâ€™ WhatsApp Messages to Evaluate the Individual Acquisition of Teamwork Competence. Lecture Notes in Computer Science, 2019, , 26-36.	1.0	5
82	Measuring Students Acceptance and Usability of a Cloud Virtual Desktop Solution for a Programming Course. Applied Sciences (Switzerland), 2021, 11, 7157.	1.3	5
83	Exchanging Challenge Based Learning Experiences in the Context of RoboSTEAM Erasmus+â€™s Project. Lecture Notes in Computer Science, 2020, , 442-455.	1.0	5
84	A Tool to Aid Institutions Recognize Their Employees Competences Acquired by Informal Learning. Lecture Notes in Computer Science, 2013, , 552-555.	1.0	5
85	Achievements and challenges in learning analytics in Spain: The view of SNOLA. RIED: Revista Iberoamericana De Educaci3n A Distancia, 2020, 23, 187.	0.8	5
86	Applying Web Services to Define Open Learning Environments. , 2010, , .		4
87	Design of a haptic simulator framework for modelling surgical learning systems. , 2013, , .		4
88	Virtual placements for informatics students in open source business across Europe. , 2014, , .		4
89	Differences and similarities in use and acceptance of PLEs between universities in Ecuador and Spain. , 2014, , .		4
90	Learning analytics. , 2017, , .		4

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91	Learning analytics. , 2018, , .		4
92	Learning Analytics. , 2019, , .		4
93	WhatsApp or Telegram. Which is the Best Instant Messaging Tool for the Interaction in Teamwork?. Lecture Notes in Computer Science, 2021, , 239-249.	1.0	4
94	SUFFER “ SimUlation Framework for Education in Robotics. , 2020, , .		4
95	TRAILER. International Journal of Human Capital and Information Technology Professionals, 2014, 5, 1-17.	0.5	4
96	Moodle 2.0 Web Services Layer and Its New Application Contexts. Communications in Computer and Information Science, 2010, , 110-116.	0.4	4
97	Desarrollo de competencias emprendedoras mediante iniciativas de aprendizaje basado en proyectos. Education in the Knowledge Society, 2017, 17, 15-28.	2.0	4
98	Learning Analytics: A Time to Shine. , 2020, , .		4
99	Reveling the Evolution of Semantic Content through Visual Analysis. , 2011, , .		3
100	Mobile Personal Learning Applied to a Software Engineering Subject. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2014, 9, 114-121.	0.7	3
101	Learning analytics to identify the influence of leadership on the academic performance of work teams. , 2016, , .		3
102	SNOLA. , 2016, , .		3
103	PLEs in Mobile Contexts: New Ways to Personalize Learning. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2016, 11, 220-226.	0.7	3
104	HCore. , 2016, , .		3
105	Design and evaluation of a graphical user interface for facilitating expert knowledge transfer: a teleoperation case study. Universal Access in the Information Society, 2019, 18, 431-442.	2.1	3
106	Your Teammate Just Sent You a New Message! The Effects of Using Telegram on Individual Acquisition of Teamwork Competence. International Journal of Interactive Multimedia and Artificial Intelligence, 2021, 6, 225.	1.0	3
107	Prediction of academic success through interaction with version control systems. , 2019, , .		3
108	Integration of Google Docs as a Collaborative Activity within the LMS Using IMS BasicLTI. Communications in Computer and Information Science, 2013, , 677-683.	0.4	3

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109	Current trends in robotics in education and computational thinking. , 2021, , .		3
110	Haptic Zoom: An Interaction Model for Desktop Haptic Devices with Limited Workspace. International Journal of Human-Computer Interaction, 0, , 1-12.	3.3	3
111	Supporting Moodle-Based Lesson through Visual Analysis. Lecture Notes in Computer Science, 2011, , 604-607.	1.0	2
112	Continuous assessment in software engineering. International Journal of Teaching and Case Studies, 2011, 3, 47.	0.1	2
113	Comparison of the use of personal learning environments (PLE) between students from Chile and Ecuador. , 2014, , .		2
114	Mobile personal learning environments. , 2015, , .		2
115	6th International Workshop on Software Engineering for E-Learning (ISELEAR15). , 2015, , .		2
116	A Motivational Architecture to Create more Human-Acceptable Assistive Robots for Robotics Competitions. , 2016, , .		2
117	A learning experiment based in collaborative project implementation for the development of entrepreneurship. , 2016, , .		2
118	9th International Workshop on Software Engineering for ELearning (ISELEAR'18). , 2018, , .		2
119	Supercomputers in the educational process. , 2019, , .		2
120	Data Driven Education in Personal Learning Environments â€œ What About Learning beyond the Institution?. International Journal of Learning Analytics and Artificial Intelligence for Education (ijAI), 2019, 1, 43.	1.1	2
121	Facilitating the learning process in parallel computing by using instant messaging. Journal of Supercomputing, 2021, 77, 3899-3913.	2.4	2
122	Learning analytics in Ecuador: a systematic review supported by statistical implicative analysis. Universal Access in the Information Society, 2021, 20, 495-512.	2.1	2
123	Open Integrated Personal Learning Environment: Towards a New Conception of the ICT-Based Learning Processes. Communications in Computer and Information Science, 2010, , 115-124.	0.4	2
124	Evaluaci3n del resultado acad3mico de los estudiantes a partir del an3lisis del uso de los Sistemas de Control de Versiones. RIED: Revista Iberoamericana De Educaci3n A Distancia, 2020, 23, 127.	0.8	2
125	Learning Objects Quality: Moodle HEODAR Implementation. Lecture Notes in Computer Science, 2009, , 88-97.	1.0	2
126	Mobile Learning as an Asset for Development: Challenges and Oportunities. Communications in Computer and Information Science, 2013, , 244-250.	0.4	2

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127	Personal Learning Environments and the Integration with Learning Management Systems. Communications in Computer and Information Science, 2013, , 16-21.	0.4	2
128	Measuring Teamwork Competence Development in a Multidisciplinary Project Based Learning Environment. Lecture Notes in Computer Science, 2018, , 466-479.	1.0	2
129	Advances in Computational thinking and robotics in education. , 2020, , .		2
130	RoboSTEAM project the pilot phases. , 2021, , .		2
131	A student-centered learning model applied in an introductory Software Engineering course. , 2009, , .		1
132	Promoting quality during learning-object management through experts and users. International Journal of Technology Enhanced Learning, 2011, 3, 190.	0.4	1
133	Modeling TRAILER project methodology for the recognition, tagging and acknowledge of informal learning activities. , 2013, , .		1
134	Design and development of a business simulation game application for service-based and digital economy. , 2014, , .		1
135	7 th international workshop on software engineering for e-learning (ISELEAR'16). , 2016, , .		1
136	RoboSTEAM Project. Advances in Human and Social Aspects of Technology Book Series, 2021, , 157-174.	0.3	1
137	Las analíticas de aprendizaje en el Ecuador: Un análisis inicial basado en el mapeo sistemático de los trabajos de graduación. Explorador Digital, 2019, 3, 224-245.	0.1	1
138	Open Source LMS Customization. , 2008, , 250-263.		1
139	Using Educational Robotic Exoskeleton for the Acquisition of Cross-Curricular Competences in Higher Education. , 2021, , .		1
140	How to apply open learning environments to Software Engineering subject. , 2011, , .		0
141	Application of a mobile personal learning environment to a computer science subject. , 2013, , .		0
142	Implementation of a haptic simulation environment for surgical learning systems. , 2014, , .		0
143	Cooperative networks and their influence on engagement with nursing students. , 2015, , .		0
144	Definition and deployment of a non-formal learning environment in a business context. , 2015, , .		0

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145	Innovation in financial education. , 2017, , .		0
146	Improving Financial culture through a Banking platform. , 2017, , .		0
147	Improving financial culture through EU-Bank. , 2018, , .		0
148	10th International Workshop on Software Engineering for E-learning (ISELEAR'19). , 2019, , .		0
149	Enhancing Students' Academic Performance through Teamwork and Classroom Response Systems. , 2019, , .		0
150	Facilitating the learning process in parallel computing by using instant messaging. , 2019, , .		0
151	Applying Natural Language Processing to Teamwork " A New Dashboard for CTMTC Methodology. Lecture Notes in Computer Science, 2022, , 251-261.	1.0	0