

Miguel A Conde

List of Publications by Year in descending order

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Version: 2024-02-01

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	Systematic Mapping Literature Review of Mobile Robotics Competitions. <i>Sensors</i> , 2022, 22, 2160.	2.1	18
2	Applying Natural Language Processing to Teamwork – A New Dashboard for CTMTC Methodology. <i>Lecture Notes in Computer Science</i> , 2022, , 251-261.	1.0	0
3	Integrating supercomputing clusters into education: a case study in biotechnology. <i>Journal of Supercomputing</i> , 2021, 77, 2302-2325.	2.4	6
4	Fostering STEAM through challenge-based learning, robotics, and physical devices: A systematic mapping literature review. <i>Computer Applications in Engineering Education</i> , 2021, 29, 46-65.	2.2	61
5	Assessing the individual acquisition of teamwork competence by exploring students' instant messaging tools use: the WhatsApp case study. <i>Universal Access in the Information Society</i> , 2021, 20, 441-450.	2.1	6
6	Facilitating the learning process in parallel computing by using instant messaging. <i>Journal of Supercomputing</i> , 2021, 77, 3899-3913.	2.4	2
7	Your Teammate Just Sent You a New Message! The Effects of Using Telegram on Individual Acquisition of Teamwork Competence. <i>International Journal of Interactive Multimedia and Artificial Intelligence</i> , 2021, 6, 225.	1.0	3
8	Learning analytics in Ecuador: a systematic review supported by statistical implicative analysis. <i>Universal Access in the Information Society</i> , 2021, 20, 495-512.	2.1	2
9	Supporting Team Based Learning Using Electronic Laboratory Notebooks: Perspectives From Transnational Students. <i>IEEE Access</i> , 2021, 9, 43241-43252.	2.6	12
10	Systematic Literature Review of Realistic Simulators Applied in Educational Robotics Context. <i>Sensors</i> , 2021, 21, 4031.	2.1	16
11	Measuring Students Acceptance and Usability of a Cloud Virtual Desktop Solution for a Programming Course. <i>Applied Sciences (Switzerland)</i> , 2021, 11, 7157.	1.3	5
12	RoboSTEAM Project. <i>Advances in Human and Social Aspects of Technology Book Series</i> , 2021, , 157-174.	0.3	1
13	WhatsApp or Telegram. Which is the Best Instant Messaging Tool for the Interaction in Teamwork?. <i>Lecture Notes in Computer Science</i> , 2021, , 239-249.	1.0	4
14	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
15	Using Educational Robotic Exoskeleton for the Acquisition of Cross-Curricular Competences in Higher Education. , 2021, , .		1
16	Current trends in robotics in education and computational thinking. , 2021, , .		3
17	RoboSTEAM project the pilot phases. , 2021, , .		2
18	Analysing the Computational Competences Acquired by K-12 Students When Lectured by Robotic and Human Teachers. <i>International Journal of Social Robotics</i> , 2020, 12, 1009-1019.	3.1	11

#	ARTICLE	IF	CITATIONS
19	RoboSTEAM Project Systematic Mapping: Challenge Based Learning and Robotics. , 2020, , .		13
20	Academic Success Assessment through Version Control Systems. Applied Sciences (Switzerland), 2020, 10, 1492.	1.3	15
21	Representing Data Visualization Goals and Tasks through Meta-Modeling to Tailor Information Dashboards. Applied Sciences (Switzerland), 2020, 10, 2306.	1.3	14
22	Exchanging Challenge Based Learning Experiences in the Context of RoboSTEAM Erasmus+â€™Project. Lecture Notes in Computer Science, 2020, , 442-455.	1.0	5
23	A Learning Analytics tool for the analysis of studentsâ€™ Telegram messages in the context of teamwork virtual activities. , 2020, , .		8
24	SUFFER â€™ Simulation Framework for Education in Robotics. , 2020, , .		4
25	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
26	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
27	Advances in Computational thinking and robotics in education. , 2020, , .		2
28	Learning Analytics: A Time to Shine. , 2020, , .		4
29	Analyzing Studentsâ€™ WhatsApp Messages to Evaluate the Individual Acquisition of Teamwork Competence. Lecture Notes in Computer Science, 2019, , 26-36.	1.0	5
30	RoboSTEAM - A Challenge Based Learning Approach for integrating STEAM and develop Computational Thinking. , 2019, , .		24
31	Computational thinking and robotics in education. , 2019, , .		7
32	Supercomputers in the educational process. , 2019, , .		2
33	Learning Analytics. , 2019, , .		4
34	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
35	Data Driven Education in Personal Learning Environments â€™ What About Learning beyond the Institution?. International Journal of Learning Analytics and Artificial Intelligence for Education (IJAI), 2019, 1, 43.	1.1	2
36	Predicting academic success through studentsâ€™ interaction with Version Control Systems. Open Computer Science, 2019, 9, 243-251.	1.3	8

#	ARTICLE	IF	CITATIONS
37	Educational Robotics Summer Camp at IPB. , 2019, , .		8
38	10th International Workshop on Software Engineering for E-learning (ISELEAR'19). , 2019, , .		0
39	Supercomputers to improve the performance in higher education: A review of the literature. Computers and Education, 2019, 128, 353-364.	5.1	10
40	Prediction of academic success through interaction with version control systems. , 2019, , .		3
41	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
42	Enhancing Students' Academic Performance through Teamwork and Classroom Response Systems. , 2019, , .		0
43	Facilitating the learning process in parallel computing by using instant messaging. , 2019, , .		0
44	HiMoP: A three-component architecture to create more human-acceptable social-assistive robots. Cognitive Processing, 2018, 19, 233-244.	0.7	20
45	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
46	Improving the information society skills: Is knowledge accessible for all?. Universal Access in the Information Society, 2018, 17, 229-245.	2.1	57
47	May I teach you? Students' behavior when lectured by robotic vs. human teachers. Computers in Human Behavior, 2018, 80, 460-469.	5.1	56
48	Information society skills: Is knowledge accessible for all? Part I. Universal Access in the Information Society, 2018, 17, 223-227.	2.1	6
49	Information society skills: Is knowledge accessible for all? Part II. Universal Access in the Information Society, 2018, 17, 447-451.	2.1	7
50	Learning analytics. , 2018, , .		4
51	9th International Workshop on Software Engineering for ELearning (ISELEAR'18). , 2018, , .		2
52	Improving financial culture through EU-Bank. , 2018, , .		0
53	Predictive models of academic success. , 2018, , .		8
54	Predicting teamwork group assessment using log data-based learning analytics. Computers in Human Behavior, 2018, 89, 373-384.	5.1	21

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55	Measuring Teamwork Competence Development in a Multidisciplinary Project Based Learning Environment. Lecture Notes in Computer Science, 2018, , 466-479.	1.0	2
56	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
57	Promoting Computational Thinking in K-12 students by applying unplugged methods and robotics. , 2017, , .		17
58	Innovation in financial education. , 2017, , .		0
59	Can We Apply Learning Analytics Tools in Challenge Based Learning Contexts?. Lecture Notes in Computer Science, 2017, , 242-256.	1.0	10
60	Learning analytics. , 2017, , .		4
61	Entornos personales de aprendizaje móvil: una revisión sistemática de la literatura. RIED: Revista Iberoamericana De Educación A Distancia, 2017, 20, 73.	0.8	9
62	Improving Financial culture through a Banking platform. , 2017, , .		0
63	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
64	Desarrollo de competencias emprendedoras mediante iniciativas de aprendizaje basado en proyectos. Education in the Knowledge Society, 2017, 17, 15-28.	2.0	4
65	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
66	iMOOC Platform: Adaptive MOOCs. Lecture Notes in Computer Science, 2016, , 380-390.	1.0	16
67	7 th international workshop on software engineering for e-learning (ISELEAR'16). , 2016, , .		1
68	Analysing the attitude of students towards robots when lectured on programming by robotic or human teachers. , 2016, , .		6
69	Approximation of statistical implicative analysis to learning analytics. , 2016, , .		5
70	Learning analytics to identify the influence of leadership on the academic performance of work teams. , 2016, , .		3
71	Evaluation of teamwork competence acquisition by using CTMTC methodology and learning analytics techniques. , 2016, , .		12
72	SNOLA. , 2016, , .		3

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73	A Motivational Architecture to Create more Human-Acceptable Assistive Robots for Robotics Competitions. , 2016, , .		2
74	Learning analytics. , 2016, , .		6
75	A learning experiment based in collaborative project implementation for the development of entrepreneurship. , 2016, , .		2
76	PLEs in Mobile Contexts: New Ways to Personalize Learning. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2016, 11, 220-226.	0.7	3
77	HCore. , 2016, , .		3
78	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
79	Cooperative Micro Flip Teaching. Lecture Notes in Computer Science, 2016, , 14-24.	1.0	23
80	ICT for Older People to Learn about ICT: Application and Evaluation. Lecture Notes in Computer Science, 2016, , 292-302.	1.0	8
81	Endless horizons?. , 2015, , .		5
82	Cooperative networks and their influence on engagement with nursing students. , 2015, , .		0
83	Mobile personal learning environments. , 2015, , .		2
84	6th International Workshop on Software Engineering for E-Learning (ISELEAR15). , 2015, , .		2
85	Definition and deployment of a non-formal learning environment in a business context. , 2015, , .		0
86	Learning services-based technological ecosystems. , 2015, , .		28
87	Personal Learning Environments and Online Classrooms: An Experience With University Students. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2015, 10, 26-32.	0.7	21
88	Using Learning Analytics to improve teamwork assessment. Computers in Human Behavior, 2015, 47, 149-156.	5.1	136
89	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
90	Exploring Student Interactions: Learning Analytics Tools for Student Tracking. Lecture Notes in Computer Science, 2015, , 50-61.	1.0	17

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91	Learning analytics for educational decision making. Computers in Human Behavior, 2015, 47, 1-3.	5.1	33
92	Exploring Software Engineering Subjects by Using Visual Learning Analytics Techniques. Revista Iberoamericana De Tecnologías Del Aprendizaje, 2015, 10, 242-252.	0.7	14
93	Semester of Code: Piloting virtual placements for informatics across Europe. , 2015, , .		8
94	Visualisation of student learning model in serious games. Computers in Human Behavior, 2015, 47, 98-107.	5.1	43
95	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
96	A case study for measuring Informal Learning in PLEs. International Journal of Emerging Technologies in Learning, 2014, 9, 47.	0.8	11
97	Implementation of a haptic simulation environment for surgical learning systems. , 2014, , .		0
98	Dealing with complexity. , 2014, , .		15
99	Design and development of a Learning Analytics system to evaluate group work competence. , 2014, , .		7
100	Mobile Personal Learning Applied to a Software Engineering Subject. Revista Iberoamericana De Tecnologías Del Aprendizaje, 2014, 9, 114-121.	0.7	3
101	Virtual placements for informatics students in open source business across Europe. , 2014, , .		4
102	Playing with SHULE. , 2014, , .		6
103	Visual learning analytics techniques applied in software engineering subjects. , 2014, , .		10
104	Differences and similarities in use and acceptance of PLEs between universities in Ecuador and Spain. , 2014, , .		4
105	Design and development of a business simulation game application for service-based and digital economy. , 2014, , .		1
106	Learning content management systems for the definition of adaptive learning environments. , 2014, , .		10
107	Mobile apps repository for older people. , 2014, , .		7
108	An evolving Learning Management System for new educational environments using 2.0 tools. Interactive Learning Environments, 2014, 22, 188-204.	4.4	67

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109	Towards mobile personal learning environments (MPLE) in higher education. , 2014, , .		6
110	Using informal learning for business decision making and knowledge management. Journal of Business Research, 2014, 67, 686-691.	5.8	26
111	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
112	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
113	Informal learning recognition through a cloud ecosystem. Future Generation Computer Systems, 2014, 32, 282-294.	4.9	78
114	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
115	Developing win-win solutions for virtual placements in informatics. , 2014, , .		10
116	Comparison of the use of personal learning environments (PLE) between students from Chile and Ecuador. , 2014, , .		2
117	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
118	TRAILER. International Journal of Human Capital and Information Technology Professionals, 2014, 5, 1-17.	0.5	4
119	Application of a mobile personal learning environment to a computer science subject. , 2013, , .		0
120	Modeling TRAILER project methodology for the recognition, tagging and acknowledge of informal learning activities. , 2013, , .		1
121	A promised land for educational decision-making?. , 2013, , .		15
122	Design of a haptic simulator framework for modelling surgical learning systems. , 2013, , .		4
123	Using the TRAILER tool for managing informal learning in academic and professional contexts. , 2013, , .		5
124	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
125	A Mobile Personal Learning Environment Approach. Lecture Notes in Computer Science, 2013, , 132-141.	1.0	7
126	A Tool to Aid Institutions Recognize Their Employees Competences Acquired by Informal Learning. Lecture Notes in Computer Science, 2013, , 552-555.	1.0	5

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127	Mobile Learning as an Asset for Development: Challenges and Oportunities. Communications in Computer and Information Science, 2013, , 244-250.	0.4	2
128	Personal Learning Environments and the Integration with Learning Management Systems. Communications in Computer and Information Science, 2013, , 16-21.	0.4	2
129	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
130	Improving Learning Object Quality. International Journal of Distance Education Technologies, 2012, 10, 1-16.	1.9	9
131	Clustering Projects for eLearning Interoperability. Journal of Universal Computer Science, 2012, 18, .	0.6	6
132	How to apply open learning environments to Software Engineering subject. , 2011, , .		0
133	Interoperability Scenarios to Measure Informal Learning Carried Out in PLEs. , 2011, , .		8
134	Supporting Moodle-Based Lesson through Visual Analysis. Lecture Notes in Computer Science, 2011, , 604-607.	1.0	2
135	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
136	Continuous assessment in software engineering. International Journal of Teaching and Case Studies, 2011, 3, 47.	0.1	2
137	Promoting quality during learning-object management through experts and users. International Journal of Technology Enhanced Learning, 2011, 3, 190.	0.4	1
138	Reveling the Evolution of Semantic Content through Visual Analysis. , 2011, , .		3
139	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
140	Moodle HEODAR implementation and its implantation in an academic context. International Journal of Technology Enhanced Learning, 2010, 2, 241.	0.4	5
141	Retrieval Information Model for Moodle Data Visualization. , 2010, , .		5
142	Applying Web Services to Define Open Learning Environments. , 2010, , .		4
143	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
144	Moodle 2.0 Web Services Layer and Its New Application Contexts. Communications in Computer and Information Science, 2010, , 110-116.	0.4	4

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145	SOA Initiatives for eLearning: A Moodle Case. , 2009, , .		12
146	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
147	A student-centered learning model applied in an introductory Software Engineering course. , 2009, , .		1
148	Adapting LMS Architecture to the SOA: An Architectural Approach. , 2009, , .		14
149	Learning Objects Quality: Moodle HEODAR Implementation. Lecture Notes in Computer Science, 2009, , 88-97.	1.0	2
150	Open Source LMS Customization. , 2008, , 250-263.		1
151	Haptic Zoom: An Interaction Model for Desktop Haptic Devices with Limited Workspace. International Journal of Human-Computer Interaction, 0, , 1-12.	3.3	3