

# JosÃ© Varela-AldÃ¡s

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4351333/publications.pdf>

Version: 2024-02-01

49  
papers

292  
citations

1305906

8  
h-index

1255698

13  
g-index

65  
all docs

65  
docs citations

65  
times ranked

176  
citing authors

#	ARTICLE	IF	CITATIONS
1	Modeling and Control of Omnidirectional Robots with Displaced Center of Mass. Smart Innovation, Systems and Technologies, 2022, , 703-712.	0.5	0
2	Income Tax for Microenterprises in the COVID-19 Pandemic: A Case Study on Ecuador. Sustainability, 2022, 14, 2537.	1.6	3
3	Smart Armband for Tracking Children Using a Mobile Application. Communications in Computer and Information Science, 2022, , 325-331.	0.4	1
4	Control of a Security Door Through the Internet of Things. Communications in Computer and Information Science, 2022, , 391-397.	0.4	2
5	System Identification and Nonlinear Model Predictive Control with Collision Avoidance Applied in Hexacopters UAVs. Sensors, 2022, 22, 4712.	2.1	6
6	The cupboard task: An immersive virtual reality-based system for everyday memory assessment. International Journal of Human Computer Studies, 2022, 167, 102885.	3.7	15
7	Memory Diagnostic Application Using the FNAME. Advances in Intelligent Systems and Computing, 2021, , 41-50.	0.5	0
8	Construction of a Low-Cost Semi-automatic Machine for Tensile Testing. Communications in Computer and Information Science, 2021, , 225-235.	0.4	1
9	Virtual Control of a Double Effect Evaporator for Teaching-Learning Processes. Lecture Notes in Computer Science, 2021, , 690-700.	1.0	1
10	Smart Home Control System Using Echo Dot. Advances in Intelligent Systems and Computing, 2021, , 303-312.	0.5	6
11	Application for the Cooperative Control of Mobile Robots with Energy Optimization. Lecture Notes in Computer Science, 2021, , 329-340.	1.0	0
12	Precision Shooting Training System Using Augmented Reality. Lecture Notes in Computer Science, 2021, , 283-298.	1.0	6
13	A Virtual Reality-Based Cognitive Telerehabilitation System for Use in the COVID-19 Pandemic. Sustainability, 2021, 13, 2183.	1.6	23
14	Static Reactive Power Compensator Design, Based on Three-Phase Voltage Converter. Energies, 2021, 14, 2198.	1.6	13
15	Facial Recognition System for People with and without Face Mask in Times of the COVID-19 Pandemic. Sustainability, 2021, 13, 6900.	1.6	35
16	Virtual Control of a Perfectly Stirred Reactor for Cyclopentene Production. Lecture Notes in Computer Science, 2021, , 680-689.	1.0	3
17	Virtual System for Industrial Processes: Distillation Towers. Lecture Notes in Computer Science, 2021, , 670-679.	1.0	2
18	A Comparison of Heart Rate in Normal Physical Activity vs. Immersive Virtual Reality Exergames. Advances in Intelligent Systems and Computing, 2020, , 684-689.	0.5	2

#	ARTICLE	IF	CITATIONS
19	Detection and Classification of Facial Features Through the Use of Convolutional Neural Networks (CNN) in Alzheimer Patients. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 619-625.	0.5	0
20	Head-Mounted Display-Based Application for Cognitive Training. <i>Sensors</i> , 2020, 20, 6552.	2.1	21
21	Anthropization and Growth of the Electricity Grid as Variables for the Analysis of Urban Infrastructure. <i>Sustainability</i> , 2020, 12, 1486.	1.6	5
22	Editorial Design Based on User Experience Design. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 411-416.	0.5	2
23	Automation of the Feeding System for Washing Vehicles Using Low Cost Devices. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 131-141.	0.5	8
24	Dynamics of a Unicycle-Type Wheeled Mobile Manipulator Robot. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 24-33.	0.5	2
25	Educational Robot Using Lego Mindstorms and Mobile Device. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 71-82.	0.5	7
26	Inverse Kinematics of a Redundant Manipulator Robot Using Constrained Optimization. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 233-242.	0.5	2
27	Construction of a WBGT Index Meter Using Low Cost Devices. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 459-468.	0.5	6
28	Automation of a Lathe to Increase Productivity in the Manufacture of Stems of a Metalworking Company. <i>Communications in Computer and Information Science</i> , 2020, , 244-254.	0.4	3
29	Robotic Cane for the Visually Impaired. <i>Lecture Notes in Computer Science</i> , 2020, , 506-517.	1.0	9
30	Teaching STEM Competencies Through an Educational Mobile Robot. <i>Lecture Notes in Computer Science</i> , 2020, , 560-573.	1.0	7
31	Prototype System of Geolocation Educational Public Transport Through Google Maps API. <i>Lecture Notes in Computer Science</i> , 2020, , 367-382.	1.0	3
32	3D Object Reconstruction Using Concatenated Matrices with MS Kinect: A Contribution to Interiors Architecture. <i>Lecture Notes in Computer Science</i> , 2020, , 682-697.	1.0	1
33	Impresión 3D y COVID-19. <i>CienciaAmérica</i> , 2020, 9, 51.	1.5	5
34	Twitter Mining for Multiclass Classification Events of Traffic and Pollution. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 1030-1036.	0.5	2
35	Control of an Arm-Hand Prosthesis by Mental Commands and Blinking. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 154-159.	0.5	1
36	Detection of Student Behavior Profiles Applying Neural Networks and Decision Trees. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 591-597.	0.5	5

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37	Wheelchair Controlled by Eye Movement Using Raspberry Pi for ALS Patients. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 124-136.	0.5	1
38	Support Vector Machine as Tool for Classifying Coffee Beverages. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 275-284.	0.5	2
39	Prototype of a Low Cost Turbine for the Generation of Clean Energy in the Ecuadorian Amazon. <i>Communications in Computer and Information Science</i> , 2020, , 564-571.	0.4	3
40	Virtual Goniometer Using 3 Space Mocap Sensors for Lower Limbs Evaluation. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 439-448.	0.5	0
41	Comparison Between Fuzzy Control and MPC Algorithms Implemented in Low-Cost Embedded Devices. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 429-438.	0.5	3
42	Virtual Environment Application that Complements the Treatment of Dyslexia (VEATD) in Children. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 330-339.	0.5	4
43	System for Monitoring and Warning of the Ultraviolet Radiation Index: A Study Case in Ecuador Elementary Schools. <i>Lecture Notes in Computer Science</i> , 2020, , 846-861.	1.0	1
44	Immersive Virtual Reality App to Promote Healthy Eating in Children. <i>Communications in Computer and Information Science</i> , 2020, , 9-15.	0.4	2
45	Effects of Immersive Virtual Reality on the Heart Rate of Athlete's Warm-Up. <i>Lecture Notes in Computer Science</i> , 2019, , 175-185.	1.0	6
46	Fog computing for assisting and tracking elder patients with neurodegenerative diseases. <i>Peer-to-Peer Networking and Applications</i> , 2019, 12, 1225-1235.	2.6	8
47	Modeling and Path-Following Control of a Wheelchair in Human-Shared Environments. <i>International Journal of Humanoid Robotics</i> , 2018, 15, 1850010.	0.6	10
48	Modelling and Control of a Mobile Manipulator for Trajectory Tracking. , 2018, , .		19
49	Virtual Reality-Based Memory Assistant for the Elderly. <i>Lecture Notes in Computer Science</i> , 2018, , 269-284.	1.0	4