

# Sergio Martin

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4367477/publications.pdf>

Version: 2024-02-01

108  
papers

1,728  
citations

516215

16  
h-index

414034

32  
g-index

108  
all docs

108  
docs citations

108  
times ranked

1394  
citing authors

#	ARTICLE	IF	CITATIONS
1	New technology trends in education: Seven years of forecasts and convergence. Computers and Education, 2011, 57, 1893-1906.	5.1	323
2	Mobile applications in an aging society: Status and trends. Journal of Systems and Software, 2011, 84, 1977-1988.	3.3	225
3	Virtual Instrument Systems in Reality (VISIR) for Remote Wiring and Measurement of Electronic Circuits on Breadboard. IEEE Transactions on Learning Technologies, 2013, 6, 60-72.	2.2	131
4	Comprehensive Review of Vision-Based Fall Detection Systems. Sensors, 2021, 21, 947.	2.1	59
5	The Use of Cloud Computing in SMEs. Procedia Computer Science, 2016, 83, 1207-1212.	1.2	55
6	Expanding the Boundaries of the Classroom: Implementation of Remote Laboratories for Industrial Electronics Disciplines. IEEE Industrial Electronics Magazine, 2013, 7, 41-49.	2.3	50
7	State of the art of frameworks and middleware for facilitating mobile and ubiquitous learning development. Journal of Systems and Software, 2011, 84, 1883-1891.	3.3	45
8	State-of-the-art remote laboratories for industrial electronics applications. , 2012, , .		43
9	Teaching and learning computer science sorting algorithms with mobile devices: A case study. Computer Applications in Engineering Education, 2013, 21, E41.	2.2	42
10	Exergy efficiency analysis in buildings climatized with LiCl-H <sub>2</sub> O solar cooling systems that use swimming pools as heat sinks. Energy and Buildings, 2011, 43, 3161-3172.	3.1	37
11	Preparing augmented reality learning content should be easy: UNED ARLE"an authoring tool for augmented reality learning environments. Computer Applications in Engineering Education, 2015, 23, 778-789.	2.2	37
12	Autonomous Sensor Network for Rural Agriculture Environments, Low Cost, and Energy Self-Charge. Sustainability, 2020, 12, 5913.	1.6	36
13	Robotics, the New Industrial Revolution. IEEE Technology and Society Magazine, 2012, 31, 51-58.	0.6	31
14	VISIR: Experiences and Challenges. International Journal of Online and Biomedical Engineering, 2012, 8, 25.	0.9	31
15	Implementation of an Arduino Remote Laboratory with Raspberry Pi. , 2019, , .		30
16	Arduino as an Educational Tool to Introduce Robotics. , 2018, , .		28
17	Analysis of New Technology Trends in Education: 2010-2015. IEEE Access, 2018, 6, 36840-36848.	2.6	28
18	EXPLORE"Hybrid Expert System for Water Networks Management. Journal of Water Resources Planning and Management - ASCE, 2000, 126, 65-74.	1.3	27

#	ARTICLE	IF	CITATIONS
19	Virtual and Remote Industrial Laboratory: Integration in Learning Management Systems. IEEE Industrial Electronics Magazine, 2014, 8, 45-58.	2.3	27
20	Remote labs as learning services in the educational arena. , 2011, , .		26
21	A practice-based MOOC for learning electronics. , 2014, , .		26
22	Robotics tips and tricks for inclusion and integration of students. , 2018, , .		24
23	Internet of Things education: Labor market training needs and national policies. , 2018, , .		22
24	The UnMOOCing Process: Extending the Impact of MOOC Educational Resources as OERs. Sustainability, 2020, 12, 7346.	1.6	15
25	Remote laboratories for electrical & electronic subjects in new engineering grades. , 2011, , .		14
26	VISIR deployment in undergraduate engineering practices. , 2011, , .		13
27	Shareable educational architectures for remote laboratories. , 2012, , .		13
28	A Comparative Analysis of Worldwide Trends in the Use of Information and Communications Technology in Engineering Education. IEEE Access, 2019, 7, 113161-113170.	2.6	13
29	Remote Experimentation Through Arduino-Based Remote Laboratories. Revista Iberoamericana De Tecnologías Del Aprendizaje, 2021, 16, 180-186.	0.7	13
30	On the design of remote laboratories. , 2012, , .		12
31	A learning environment for augmented reality mobile learning. , 2014, , .		12
32	Trends of use of technology in engineering education. , 2010, , .		11
33	M2Learn: Towards a homogeneous vision of advanced mobile learning development. , 2010, , .		9
34	Control of a remote laboratory by augmented reality. , 2012, , .		9
35	Educational Robotics for All: Gender, Diversity, and Inclusion in STEAM. , 2020, , .		9
36	A Context-Aware Application Based on Ubiquitous Location. , 2008, , .		8

#	ARTICLE	IF	CITATIONS
37	Challenges of applying online learning tools in distance learning courses. , 2012, , .		8
38	Security Vulnerabilities in Raspberry Pi—Analysis of the System Weaknesses. IEEE Consumer Electronics Magazine, 2019, 8, 47-52.	2.3	8
39	A WoT Platform for Supporting Full-Cycle IoT Solutions from Edge to Cloud Infrastructures: A Practical Case. Sensors, 2020, 20, 3770.	2.1	8
40	The Future of Educational Technologies for Engineering Education. IEEE Transactions on Learning Technologies, 2021, 14, 613-623.	2.2	8
41	Middleware for the Development of Context-Aware Applications inside m-Learning: Connecting e-Learning to the Mobile World. , 2009, , .		7
42	Implementing IEC 60870-5 data link layer for an open and flexible remote unit. , 2008, , .		6
43	Integration of Internet Based Labs and Open Source LMS. , 2008, , .		6
44	Internet-based teaching evolution in Computer Architecture. , 2008, , .		6
45	VISIR deployment in undergraduate engineering practices. , 2011, , .		6
46	Educational games for improving the teaching-learning process of a CLIL subject: Physics and chemistry in secondary education. , 2014, , .		6
47	Choosing the right protocol stack for an open and flexible remote unit. , 2008, , .		5
48	New technologies applied in the educational process. , 2011, , .		5
49	Empowering communities on line: A Massive Open Online Community on App Development and Entrepreneurship. , 2013, , .		5
50	Fingerprint Verification System in Tests in Moodle. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2013, 8, 23-30.	0.7	5
51	Increasing Engagement in a Network Security Management Course through Gamification. , 2019, , .		5
52	Proposals for Postgraduate Students to Reinforce Information Security Management Inside ITIL®. International Journal of Human Capital and Information Technology Professionals, 2011, 2, 16-25.	0.5	5
53	ARQUITECTURA DE UN LABORATORIO REMOTO ABIERTO PARA ELECTRÓNICA DIGITAL. Dyna (Spain), 2016, 91, 599-600.	0.1	5
54	Will m-learning bring disruption into education? Advances from the eMadrid excellence network. , 2012, , .		4

#	ARTICLE	IF	CITATIONS
55	Labor-oriented online master degree program. , 2012, , .		4
56	Sortko: Learning Sorting Algorithms with Mobile Devices. , 2012, , .		4
57	Putting fundamentals of electronic circuits practices online. , 2012, , .		4
58	European Online Master Degree Program for Addressing Labor Market Demands. International Journal of Online and Biomedical Engineering, 2012, 8, 9.	0.9	4
59	EXPLOREâ€™Hybrid Expert System for Water Networks Management. Journal of Water Resources Planning and Management - ASCE, 2001, 127, 415-416.	1.3	3
60	A Good Practice Example on Learning Object Reutilization. , 2008, , .		3
61	Work in progress &#x2014; Support for mobile Collaborative Learning applications. , 2010, , .		3
62	Applying a assessment tool in distance learning education. , 2011, , .		3
63	Ubiquitous anotation and a collaborative open mobile augmented reality. , 2012, , .		3
64	eMadrid project: Ubiquitous learning, adaptation, adaptability and accessibility. , 2016, , .		3
65	Open educational resources and standards in the eMadrid network. , 2016, , .		3
66	OERs for improving European SMEs competitiveness: From video-lectures to remote labs. , 2018, , .		3
67	Design and Evaluation of a Collaborative Educational Game: BECO Games. Sustainability, 2020, 12, 8471.	1.6	3
68	Overview of Embedded Systems to Build Reliable and Safe ADAS and AD Systems. IEEE Intelligent Transportation Systems Magazine, 2021, 13, 239-250.	2.6	3
69	Internet of Things Learning and Teaching. Technologies, 2021, 9, 7.	3.0	3
70	Internet of energy: new scenarios, opportunities, challenges and educational solutions. , 2021, , .		3
71	Interoperability and Integration of Context-Aware Services in an Ambient Intelligence Environment. , 2008, , .		2
72	Work in progress - advanced programming through problem-based learning. , 2008, , .		2

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73	IECâ€™60870â€™5 application layer for an open and flexible remote unit. , 2009, , .		2
74	Engineering Societies as a vehicle tool for engineering students. , 2010, , .		2
75	Engineering education: Importance and relevance of ubiquitous technologies. , 2011, , .		2
76	Exploring the Educational Benefits of Introducing Aspect-Oriented Programming Into a Programming Course. IEEE Transactions on Education, 2013, 56, 217-226.	2.0	2
77	Scaffolding online laboratory experiences as inclusive and motivational tools for students and teachers. , 2013, , .		2
78	Analysis of management systems for virtual and remote labs. , 2020, , .		2
79	Build your own robot. , 2021, , .		2
80	THE ROLE OF VET CERTIFICATIONS IN MOOCS. , 2017, , .		2
81	Raspberry Pi Applications in Electronics and Control Laboratories. , 2022, , .		2
82	New Learning Services: Customized and Secured Evaluation. , 2008, , .		1
83	Convergence of learning services. , 2009, , .		1
84	Work in progress - a mobile performance support system for vocational education and training. , 2009, , .		1
85	A Middleware for Mobile and Ubiquitous Learning Ecosystems Based on a Reconfigurable Plug-and-Play Architecture: Application to Mashups. , 2010, , .		1
86	Web-based platform for the Information and communications technology (ICT) research in engineering education. , 2012, , .		1
87	eMadrid project: Authoring, reuse and remote labs. , 2016, , .		1
88	Smart open online tool for adaptive education on Cloud Computing. , 2017, , .		1
89	Internet of Things: three years of experience on education in the business sector. , 2020, , .		1
90	Gender and STEAM as part of the MOOC STEAM4ALL. , 2021, , .		1

#	ARTICLE	IF	CITATIONS
91	Promoting Computational Thinking through Visual Block Programming Tools. , 2021, , .		1
92	MOOCS EXPERIENCES FROM 2012 TO 2016. FROM COMMUNITIES AND CONTESTS TO PRACTICE-BASED MOOCS AND CERTIFICATIONS. EDULEARN Proceedings, 2017, , .	0.0	1
93	Science and Technology Educational Quality Scaling in Spain. , 2020, , .		1
94	A Generalized Proposal to Support Development and Reuse of Practical Educational Scenarios in LMSs. , 2008, , .		0
95	Sharing Existing Knowledge between E-Learning Platforms: Enhancing Interoperability. , 2008, , .		0
96	Work in progress - issues adopting the &#x201C;Bologna Process&#x201D; student-centric methodologies in high enrollment core subjects. , 2009, , .		0
97	Work in progress - closing the loop between simulation and optimization in engineering management education. , 2009, , .		0
98	Work in progress - new project &#x201C;Internet-based Performance-centered Learning Environment for Curriculum Support&#x201d; (IPLECS). , 2009, , .		0
99	Enhancing authoring, modelling and collaboration in e-learning environments: UNED research outline in the context of E-Madrid excellence network. , 2010, , .		0
100	Work in progress &#x2014; Design of interactive learning objects for improvement of digital electronics teaching and learning in high school and distance learning universities. , 2011, , .		0
101	Enhancing higher education experience: The eMadrid initiative at UNED university. , 2014, , .		0
102	Hardware based design and performance evaluation of a tree based RFID anti-collision protocol. , 2015, , .		0
103	Fingerprint indoor location simulator for AAL. Journal of Ambient Intelligence and Smart Environments, 2016, 8, 109-124.	0.8	0
104	Promoting Microelectronic Through Remote FPGA Based Laboratory. Lecture Notes in Networks and Systems, 2022, , 514-524.	0.5	0
105	Aplicaciones y seguridad en la implementaci3n de competencias pr3cticas en entornos de gesti3n del aprendizaje. Arbor, 2011, 187, 135-151.	0.1	0
106	VULNERABILIDADES DE SEGURIDAD EN SISTEMAS EMBEBIDOS. Dyna (Spain), 2016, 91, 484-484.	0.1	0
107	Are people with high psychoticism the true homo economicus?. Estudios De Economia Aplicada (discontinued), 2020, 38, .	0.2	0
108	Security Management on Arduino-Based Electronic Devices. IEEE Consumer Electronics Magazine, 2023, 12, 72-84.	2.3	0