

Ana Paula Clãudio

List of Publications by Year in descending order

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Version: 2024-02-01

41
papers

222
citations

1306789

7
h-index

1281420

11
g-index

42
all docs

42
docs citations

42
times ranked

213
citing authors

#	ARTICLE	IF	CITATIONS
1	Usability of an Intelligent Virtual Assistant for Promoting Behavior Change and Self-Care in Older People with Type 2 Diabetes. <i>Journal of Medical Systems</i> , 2020, 44, 130.	2.2	32
2	Development of a Complex Intervention to Improve Adherence to Antidiabetic Medication in Older People Using an Anthropomorphic Virtual Assistant Software. <i>Frontiers in Pharmacology</i> , 2019, 10, 680.	1.6	19
3	3D Virtual Exhibitions. <i>DESIDOC Journal of Library and Information Technology</i> , 2013, 33, 222-235.	0.3	16
4	Digital preservation of cultural and scientific heritage: involving university students to raise awareness of its importance. <i>Virtual Archaeology Review</i> , 2017, 8, 22.	0.8	14
5	Virtual humans for training and assessment of self-medication consultation skills in pharmacy students. , 2015, , .		13
6	Virtual Assistant to Improve Self-care of Older People with Type 2 Diabetes: First Prototype. <i>Communications in Computer and Information Science</i> , 2019, , 236-248.	0.4	12
7	A serious game-based solution to prevent bullying. , 2015, , .		9
8	Mobile Solution for Brain Visualization Using Augmented and Virtual Reality. , 2016, , .		9
9	A serious game-based solution to prevent bullying. <i>International Journal of Pervasive Computing and Communications</i> , 2016, 12, 194-215.	1.1	8
10	Intelligent Virtual Assistant for Promoting Behaviour Change in Older People with T2D. <i>Lecture Notes in Computer Science</i> , 2019, , 372-383.	1.0	8
11	Contributions to the design of mobile applications for visitors of Botanical Gardens. <i>Procedia Computer Science</i> , 2022, 196, 389-399.	1.2	8
12	Filtering mechanisms for the visualization of geo-referenced information. , 2005, , .		6
13	Visualizing the brain on a mixed reality smartphone application. , 2015, 2015, 5090-3.		6
14	Pol Awareness, Relevance and Aggregation for Augmented Reality. , 2016, , .		6
15	Monitoring and debugging message passing applications with MPVisualizer. , 0, , .		5
16	Avatars on Portuguese sign language. , 2014, , .		5
17	Conversational Agents for Health and Well-being Across the Life Course: Protocol for an Evidence Map. <i>JMIR Research Protocols</i> , 2021, 10, e26680.	0.5	5
18	A New Extended Perspective System for Architectural Drawings. <i>Communications in Computer and Information Science</i> , 2013, , 63-75.	0.4	5

#	ARTICLE	IF	CITATIONS
19	[Poster] Visualization of solar radiation data in augmented reality. , 2014, , .		4
20	Recreating a medieval urban scene with virtual intelligent characters: steps to create the complete scenario. Virtual Archaeology Review, 2017, 8, 31.	0.8	4
21	A Virtual Reality Solution to Handle Social Anxiety. International Journal of Creative Interfaces and Computer Graphics, 2013, 4, 57-72.	0.1	4
22	MPVisualizer: A general tool to debug message passing parallel applications. Lecture Notes in Computer Science, 1999, , 1199-1202.	1.0	4
23	A serious game to prevent bullying and promote empathy. , 2015, , .		3
24	Indoor Navigation Systems for Reduced Mobility Users: The w4all Case Study. Procedia Computer Science, 2016, 100, 1200-1207.	1.2	3
25	Virtual Environment to Treat Social Anxiety. Lecture Notes in Computer Science, 2013, , 442-451.	1.0	3
26	Contribution of an Intelligent Virtual Assistant to Healthy Ageing in Adults With Type 2 Diabetes. Advances in Medical Technologies and Clinical Practice Book Series, 2020, , 194-230.	0.3	3
27	Virtual Characters with Affective Facial Behavior. , 2014, , .		2
28	Using Expressive and Talkative Virtual Characters in Social Anxiety Disorder Treatment. , 2015, , .		2
29	A Race Detection Mechanism Embedded in a Conceptual Model for the Debugging of Message-Passing Distributed Programs. Lecture Notes in Computer Science, 2003, , 57-65.	1.0	1
30	The teaching astronomical observatory of the University of Lisbon (19th century): A virtual experience. , 2013, , .		1
31	Augmented reality for support decision on solar radiation harnessing. , 2016, , .		1
32	Question & Answering Interface to Improve the Students's™ Experience in an E-learning Course with a Virtual Tutor. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2020, , 45-54.	0.2	1
33	IVPrototype - an information visualization prototype. , 0, , .		0
34	A platform for the generation of virtual environments inhabited by intelligent virtual humans. , 2005, , .		0
35	Sense of presence inside a feared (virtual) tunnel. , 2015, , .		0
36	Involving undergraduate nursing students in a multidisciplinary research project: strategy for implementation, first results and future perspectives. Annals of Medicine, 2024, 51, 205-205.	1.5	0

#	ARTICLE	IF	CITATIONS
37	Symbol Adaptation Assessment in Outdoor Augmented Reality. , 2014, , .		0
38	Interactive Visualizer for the Extended Perspective System as Support for Architectural Design. , 2014, , .		0
39	Virtual Humans Playing the Role of Patients in Self-medication Consultations: Perspectives of Undergraduate Pharmacy Students. , 2016, , .		0
40	Expressive Avatars in Psychological Intervention and Therapy. Advances in Multimedia and Interactive Technologies Book Series, 2019, , 27-48.	0.1	0
41	Contribution of an Intelligent Virtual Assistant to Healthy Ageing in Adults With Type 2 Diabetes. , 2022, , 666-695.		0