

# Ana Paula Clãudio

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4595224/publications.pdf>

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	Involving undergraduate nursing students in a multidisciplinary research project: strategy for implementation, first results and future perspectives. <i>Annals of Medicine</i> , 2024, 51, 205-205.	1.5	0
2	Contributions to the design of mobile applications for visitors of Botanical Gardens. <i>Procedia Computer Science</i> , 2022, 196, 389-399.	1.2	8
3	Contribution of an Intelligent Virtual Assistant to Healthy Ageing in Adults With Type 2 Diabetes. , 2022, , 666-695.		0
4	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
5	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
6	Contribution of an Intelligent Virtual Assistant to Healthy Ageing in Adults With Type 2 Diabetes. <i>Advances in Medical Technologies and Clinical Practice Book Series</i> , 2020, , 194-230.	0.3	3
7	Question & Answering Interface to Improve the Students's Experience in an E-learning Course with a Virtual Tutor. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2020, , 45-54.	0.2	1
8	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
9	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
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	Expressive Avatars in Psychological Intervention and Therapy. <i>Advances in Multimedia and Interactive Technologies Book Series</i> , 2019, , 27-48.	0.1	0
12	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
13	Recreating a medieval urban scene with virtual intelligent characters: steps to create the complete scenario. <i>Virtual Archaeology Review</i> , 2017, 8, 31.	0.8	4
14	Augmented reality for support decision on solar radiation harnessing. , 2016, , .		1
15	Indoor Navigation Systems for Reduced Mobility Users: The w4all Case Study. <i>Procedia Computer Science</i> , 2016, 100, 1200-1207.	1.2	3
16	Mobile Solution for Brain Visualization Using Augmented and Virtual Reality. , 2016, , .		9
17	A serious game-based solution to prevent bullying. <i>International Journal of Pervasive Computing and Communications</i> , 2016, 12, 194-215.	1.1	8
18	Pol Awareness, Relevance and Aggregation for Augmented Reality. , 2016, , .		6

#	ARTICLE	IF	CITATIONS
19	Virtual Humans Playing the Role of Patients in Self-medication Consultations: Perspectives of Undergraduate Pharmacy Students. , 2016, , .		0
20	A serious game-based solution to prevent bullying. , 2015, , .		9
21	Virtual humans for training and assessment of self-medication consultation skills in pharmacy students. , 2015, , .		13
22	Sense of presence inside a feared (virtual) tunnel. , 2015, , .		0
23	A serious game to prevent bullying and promote empathy. , 2015, , .		3
24	Visualizing the brain on a mixed reality smartphone application. , 2015, 2015, 5090-3.		6
25	Using Expressive and Talkative Virtual Characters in Social Anxiety Disorder Treatment. , 2015, , .		2
26	[Poster] Visualization of solar radiation data in augmented reality. , 2014, , .		4
27	Avatars on Portuguese sign language. , 2014, , .		5
28	Virtual Characters with Affective Facial Behavior. , 2014, , .		2
29	Symbol Adaptation Assessment in Outdoor Augmented Reality. , 2014, , .		0
30	Interactive Visualizer for the Extended Perspective System as Support for Architectural Design. , 2014, , .		0
31	The teaching astronomical observatory of the University of Lisbon (19th century): A virtual experience. , 2013, , .		1
32	A New Extended Perspective System for Architectural Drawings. Communications in Computer and Information Science, 2013, , 63-75.	0.4	5
33	Virtual Environment to Treat Social Anxiety. Lecture Notes in Computer Science, 2013, , 442-451.	1.0	3
34	3D Virtual Exhibitions. DESIDOC Journal of Library and Information Technology, 2013, 33, 222-235.	0.3	16
35	A Virtual Reality Solution to Handle Social Anxiety. International Journal of Creative Interfaces and Computer Graphics, 2013, 4, 57-72.	0.1	4
36	Filtering mechanisms for the visualization of geo-referenced information. , 2005, , .		6

#	ARTICLE	IF	CITATIONS
37	A platform for the generation of virtual environments inhabited by intelligent virtual humans. , 2005, , .		0
38	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
39	MPVisualizer: A general tool to debug message passing parallel applications. Lecture Notes in Computer Science, 1999, , 1199-1202.	1.0	4
40	Monitoring and debugging message passing applications with MPVisualizer. , 0, , .		5
41	IVPrototype - an information visualization prototype. , 0, , .		0