

VÃ-tor J SÃ;

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4780865/publications.pdf>

Version: 2024-02-01

12
papers

17
citations

3311381

1
h-index

2550090

3
g-index

12
all docs

12
docs citations

12
times ranked

20
citing authors

#	ARTICLE	IF	CITATIONS
1	Establishment ofAutomatization as a Requirement for Time Management Input Modules in Project Management Information Systems for Academic Activities â€“ A Game Theory Approach. Procedia Computer Science, 2015, 64, 1157-1162.	2.0	5
2	Global perspectives on cybersecurity education. , 2018, , .		4
3	e-EMOTION CAPSULE. , 2019, , .		4
4	Biometric technologies and their perception by the common citizen. International Journal of Electronic Security and Digital Forensics, 2012, 4, 187.	0.2	1
5	Enrolment time as a requirement for biometric fingerprint recognition. International Journal of Electronic Security and Digital Forensics, 2014, 6, 18.	0.2	1
6	Software Requirements Definition Processes in Gamification Development for Immersive Environments. Advances in Medical Technologies and Clinical Practice Book Series, 2021, , 68-78.	0.3	1
7	Study of the Perception on the Portuguese Citizen Card and Electronic Signature. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2012, , 164-170.	0.3	1
8	Pointer dynamics as cognitive biometrics. , 2016, , .		0
9	Behavioural Biometrics for Authentication and Stress Detection â€“ A Case Study with Children. Communications in Computer and Information Science, 2016, , 266-280.	0.5	0
10	Study of the Perception on the Biometric Technology by the Portuguese Citizens. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2012, , 280-287.	0.3	0
11	Behavioral Based Technologies for Enhancement of Login/Password Systems. , 2015, , 4258-4266.		0
12	Creating Emotions Through Digital Media Art. Advances in Media, Entertainment and the Arts, 2020, , 142-160.	0.1	0