Manuel Palomo-Duarte

List of Publications by Year
in descending order

54 papers	382 citations
933264 10 h-index	940416 16 g-index
57 all docs	57 docs citations
57 times ranked	295 citing authors

#	Article	IF	Citations
1	Redesigning a Foreign Language Learning Task Using Mobile Devices: A Comparative Analysis between the Digital and Paper-Based Outcomes. Applied Sciences (Switzerland), 2022, 12, 5686.	1.3	1
2	Assessment in Software Development for Competitive Environments: An AI Strategy Development Case Study. Electronics (Switzerland), 2021, 10, 1566.	1.8	1
3	Evidence-Based Assessment of Student Performance in Virtual Worlds. Sustainability, 2021, 13, 244.	1.6	4
4	Model-Driven Skills Assessmentin Knowledge Management Systems. Journal of Web Engineering, 2019, 18, 353-380.	0.7	3
5	Interactive Data Exploration of Distributed Raw Files: A Systematic Mapping Study. IEEE Access, 2019, 7, 10691-10717.	2.6	2
6	Extending H5P Branching Scenario with 360° scenes and xAPI capabilities: A case study in a local networks course. , 2019, , .		1
7	Information management in interactive andÂnon-interactive suspenseful storytelling. Connection Science, 2019, 31, 82-101.	1.8	7
8	Clustering analysis of game-based learning: Worth it for all students?. Journal of Gaming and Virtual Worlds, 2019, 11, 45-66.	0.1	7
9	Scalable authentic assessment of collaborative work assignments in wikis. International Journal of Educational Technology in Higher Education, 2018, 15, .	4.5	13
10	Discovering Bottlenecks in a Computer Science Degree through Process Mining techniques. , 2018, , .		1
11	Integrating quantitative and qualitative data in assessment of wiki collaborative assignments. , 2018, , .		2
12	Confronting a Paradox: A New Perspective of the Impact of Uncertainty in Suspense. Frontiers in Psychology, 2018, 9, 1392.	1.1	16
13	A Community-Driven Mobile System to Support Foreign Language Learning. Advances in Information Security, Privacy, and Ethics Book Series, 2018, , 95-115.	0.4	0
14	Iniciar al alumnado de Estudios Ingleses en la investigaciÃ³n cientÃfica a partir de TFGs centrados en revisiones sistemÃ¡ticas de la literatura. Revista De Docencia Universitaria, 2018, 16, 143.	0.1	0
15	Skill assessment in learning experiences based on serious games: A Systematic Mapping Study. Computers and Education, 2017, 113, 42-60.	5.1	39
16	A computational model of the cognitive impact of decorative elements on the perception of suspense. Connection Science, 2017, 29, 295-331.	1.8	14
17	An architecture for skill assessment in serious games based on Event Sequence Analysis. , 2017, , .		6
18	Retrieving Objective Indicators from Student Logs in Virtual Worlds. Journal of Information Technology Research, 2017, 10, 69-83.	0.3	9

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19	Agenda colaborativa para el aprendizaje de idiomas: del papel al dispositivo mÃ³vil. RIED: Revista Iberoamericana De EducaciÃ³n A Distancia, 2017, 20, 119.	0.8	3
20	Tendencias y tipos de aprendizaje en MALL: una revisiÃ³n sistemÃ¡tica de la literatura (2012-2016) - [Trends and types of learning in MALL: a systematic literature review (2012-2016)]. , 2017, , .		1
21	Assessing Foreign Language Learning Through Mobile Game-Based Learning Environments. International Journal of Human Capital and Information Technology Professionals, 2016, 7, 53-67.	0.5	32
22	A collaborative mobile learning system to facilitate foreign language learning and assessment processes. , 2016, , .		5
23	Open data framework for sustainable assessment of project-based learning experiences. Data Technologies and Applications, 2016, 50, 380-398.	0.8	3
24	Motivation, studentsâ€™ needs and learning outcomes: a hybrid game-based app for enhanced language learning. SpringerPlus, 2016, 5, 1305.	1.2	60
25	A development environment to customize assessment through students interaction with multimodal applications. , 2016, , .		3
26	EvaluaciÃ³n sostenible de experiencias de aprendizaje basado en proyectos. Education in the Knowledge Society, 2016, 17, 19-44.	2.0	3
27	A domain specific language to retrieve objective indicators for foreign language learning in virtual worlds. , 2015, , .		3
28	Identifying writing profiles in game-based language learning using data mining. , 2015, , .		4
29	Learning Technologies and Semantic Integration of Learning Resources. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2015, 10, 11-16.	0.7	3
30	Mobile apps to support and assess foreign language learning. , 2015, , .		9
31	Experiences of technology-rich innovation in European schools within the Open Discovery Space project. Education in the Knowledge Society, 2015, 16, 35-56.	2.0	0
32	Open discovery space. , 2014, , .		0
33	Foreign language learning using a gamified APP to support peer-assessment. , 2014, , .		18
34	Assessment of collaborative learning experiences by graphical analysis of wiki contributions. Interactive Learning Environments, 2014, 22, 444-466.	4.4	20
35	Domain-driven competence assessment in virtual learning environments. Application to planning and time management skills. , 2014, , .		0
36	Automatic dynamic generation of likely invariants for WS-BPEL compositions. Expert Systems With Applications, 2014, 41, 5041-5055.	4.4	2

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37	Betting system for formative code review in educational competitions. Expert Systems With Applications, 2014, 41, 2222-2230.	4.4	7
38	Scalability of assessments of wiki-based learning experiences in higher education. Computers in Human Behavior, 2014, 31, 638-650.	5.1	12
39	Guess It! Using Gamificated Apps to Support Students Foreign Language Learning by Organic Community-Driven Peer-Assessment. Lecture Notes in Computer Science, 2014, , 482-485.	1.0	1
40	Service Composition Verification and Validation. , 2014, , 2163-2182.		0
41	Open data framework for sustainable assessment in software forges. , 2013, , .		5
42	Uses and applications of Software & Systems Process Engineering Metaâ€Model process models. A systematic mapping study. Journal of Software: Evolution and Process, 2013, 25, 999-1025.	1.2	10
43	A generative computer language to customize online learning assessments. , 2013, , .		7
44	Using a 3D Online Game to Assess Studentsâ€™ Foreign Language Acquisition and Communicative Competence. Lecture Notes in Computer Science, 2013, , 19-31.	1.0	19
45	Semantic Accessibility to E-learning Web Services. Communications in Computer and Information Science, 2013, , 258-265.	0.4	0
46	Competitive evaluation in a video game development course. , 2012, , .		4
47	Designing Interactive and Collaborative Learning Tasks in a 3-D Virtual Environment. , 2012, , .		2
48	Open Linked Data Model Revelation and Access for Analytical Web Science. Communications in Computer and Information Science, 2011, , 105-116.	0.4	4
49	Takuan: A Tool for WS-BPEL Composition Testing Using Dynamic Invariant Generation. Lecture Notes in Computer Science, 2010, , 531-534.	1.0	2
50	Enhancing WS-BPEL Dynamic Invariant Generation Using XML Schema and XPath Information. Lecture Notes in Computer Science, 2009, , 469-472.	1.0	1
51	Takuan: A Dynamic Invariant Generation System for WS-BPEL Compositions. , 2008, , .		8
52	Improving Takuan to Analyze a Meta-Search Engine WS-BPEL Composition. , 2008, , .		3
53	Assessing Foreign Language Learning Through Mobile Game-Based Learning Environments. , 0, , 964-981.		0
54	Service Composition Verification and Validation. , 0, , 200-219.		0