Luis CarriÃ§o

List of Publications by Year
in descending order

131 papers	1,105 citations	933447 10 h-index	752698 20 g-index
140 all docs	140 docs citations	140 times ranked	748 citing authors

#	Article	IF	Citations
1	Ubiquitous Psychotherapy. IEEE Pervasive Computing, 2007, 6, 20-27.	1.3	141
2	A conceptual framework for developing adaptive multimodal applications. , 2006, , .		49
3	UbiBraille. , 2013, , .		48
4	Web not for all. , 2010, , .		46
5	An end-user approach to business process modeling. Journal of Network and Computer Applications, 2013, 36, 1466-1479.	9.1	39
6	Designing and Evaluating Mobile Interaction: Challenges and Trends. Foundations and Trends in Human-Computer Interaction, 2011, 4, 175-243.	2.9	38
7	Lessons from early stages design of mobile applications. , 2008, , .		36
8	Game-based interventions for neuropsychological assessment, training and rehabilitation: Which game-elements to use? A systematic review. Journal of Biomedical Informatics, 2019, 98, 103287.	4.3	36
9	A mixed-fidelity prototyping tool for mobile devices. , 2008, , .		31
10	On web accessibility evaluation environments. , 2011, , .		27
11	Evaluating the accessibility of rich internet applications. , 2012, , .		26
12	Low-fi prototyping for mobile devices. , 2006, , .		25
13	Vulnerability & Blame. , 2019, , .		18
14	The impact of accessibility assessment in macro scale universal usability studies of the web. , 2008, , .		17
15	Evaluating the Accessibility of Web Applications. Procedia Computer Science, 2012, 14, 28-35.	2.0	17
16	Three web accessibility evaluation perspectives for RIA. , 2013, , .		17
17	Multimodal Interaction: Real Context Studies on Mobile Digital Artefacts. Lecture Notes in Computer Science, 2008, , 60-69.	1.3	17
18	On the credibility of wikipedia. , 2008, , .		16

#	Article	IF	Citations
19	Friendsourcing the unmet needs of people with dementia. , 2014, , .		15
20	A mobile tool for in-situ prototyping. , 2009, , .		14
21	Macroscopic characterisations of Web accessibility. New Review of Hypermedia and Multimedia, 2010, 16, 221-243.	1.1	14
22	Redefining Assumptions: Accessibility and Its Stakeholders. Lecture Notes in Computer Science, 2010, , 561-568.	1.3	14
23	Handheld devices for cooperative educational activities. , 2006, , .		13
24	Eliciting and Modeling Business Process Stories. Business and Information Systems Engineering, 2018, 60, 115-132.	6.1	13
25	Web Accessibility in Africa: A Study of Three African Domains. Lecture Notes in Computer Science, 2013, , 331-338.	1.3	12
26	A framework for mobile evaluation. , 2008, , .		11
27	Photo-Realistic Interactive Virtual Environments for Neurorehabilitation in Mild Cognitive Impairment (NeuroVRehab.PT): A Participatory Design and Proof-of-Concept Study. Journal of Clinical Medicine, 2020, 9, 3821.	2.4	11
28	Fear therapy for children. , 2012, , .		10
29	An analysis of personalized web accessibility. , 2014, , .		9
30	Effect of target size on non-visual text-entry. , 2016, , .		9
31	Development technologies impact in web accessibility. , 2016, , .		9
32	Characterizing Social Insider Attacks on Facebook. , 2017, , .		9
33	Measuring snooping behavior with surveys. , 2014, , .		8
34	Defining scenarios for mobile design and evaluation. , 2008, , .		7
35	Privacy and secrecy in ubiquitous text messaging. , 2012, , .		7
36	Designing Personalized Therapy Tools for People with Dementia. , 2019, , .		7

#	Article	IF	Citations
37	Are Video Games Effective to Promote Cognition and Everyday Functional Capacity in Mild Cognitive Impairment/Dementia Patients? A Meta-Analysis of Randomized ControlledÂTrials. Journal of Alzheimer's Disease, 2021, 84, 329-341.	2.6	7
38	Towards the universal semantic assessment of accessibility. , 2009, , .		6
39	A macroscopic web accessibility evaluation at different processing phases. , 2012, , .		6
40	Game programming for improving learning experience. , 2014, , .		6
41	Automatic Role Detection of Visual Elements of Web Pages for Automatic Accessibility Evaluation. , 2018, , .		6
42	Facilitating analysis and diagnosis in organisations. Notes on Numerical Fluid Mechanics and Multidisciplinary Design, 1997, , 131-144.	0.3	6
43	An Evaluation Framework for Mobile User Interfaces. Lecture Notes in Computer Science, 2009, , 708-721.	1.3	6
44	Managing Group Therapy Through Multiple Devices. Lecture Notes in Computer Science, 2007, , 427-436.	1.3	6
45	Physiological data gathering in mobile environments. , 2010, , .		5
46	The Differences in Accessibility of TV and Desktop Web Applications from the Perspective of Automated Evaluation. Procedia Computer Science, 2015, 67, 388-396.	2.0	5
47	Reflections on Teaching Human-Computer Interaction to Blind Students. International Federation for Information Processing, 2009, , 123-142.	0.4	5
48	Designing Mobile Multimodal Applications. , 0, , 106-135.		5
49	Identifying adaptation dimensions in digital talking books. , 2004, , .		4
50	The Collaboration Platform: A Cooperative Work Course Case-Study. , 2010, , .		4
51	The influence of performance-oriented widgets on interactive behavior while playing videogames. , 2011, , .		4
52	Puzzle games. , 2012, , .		4
53	The cake can be a lie. , 2013, , .		4
54	Third mobile accessibility workshop. , 2013, , .		4

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55	Welcoming gesture recognition into autism therapy. , 2014, , .		4
56	Serious games for motivating into programming. , 2014, , .		4
57	Optimus web. , 2015, , .		4
58	Semantic Content Analysis Supporting Web Accessibility Evaluation. , 2018, , .		4
59	Combining Semantic Tools for Automatic Evaluation of Alternative Texts. , 2019, , .		4
60	Designing for Mobile Devices: Requirements, Low-Fi Prototyping and Evaluation. Lecture Notes in Computer Science, 2007, , 260-269.	1.3	4
61	Results from Multi-dimensional Accessibility Assessment. Lecture Notes in Computer Science, 2011, , 187-196.	1.3	4
62	A Service Oriented Ontological Framework for the Semantic Validation of Web Accessibility. , 2009, , 49-67.		4
63	Defining personalized therapies for handheld devices. , 2007, , .		3
64	Detecting Learning Difficulties on Ubiquitous Scenarios. Lecture Notes in Computer Science, 2007, , 235-244.	1.3	3
65	Multimodal Artefact Manipulation: Evaluation in Real Contexts. , 2008, , .		3
66	Mobile Interaction Design: Techniques for Early Stage In-Situ Design. , 0, , .		3
67	A Session Engine Approach for Synchronous Collaborative Environments. , 2009, , .		3
68	Supporting the design of mobile interactive artefacts. Advances in Engineering Software, 2009, 40, 1279-1286.	3.8	3
69	OmniSCOPE: Composing Universal Therapies. Methods of Information in Medicine, 2010, 49, 81-87.	1.2	3
70	Designing for children. , 2010, , .		3
71	Crosschecking the mobile web for people with visual impairments. , 2011, , .		3
72	An Architecture for Multiple Web Accessibility Evaluation Environments. Lecture Notes in Computer Science, 2011, , 206-214.	1.3	3

#	Article	IF	Citations
73	Power me Up!. , 2012, , .		3
74	Merlin-know, an interactive virtual teacher for improving learning in Moodle. , 2014, , .		3
75	Mobile Web. Human-computer Interaction Series, 2019, , 737-754.	0.6	3
76	Mobile Interaction: Automatically Adapting Audio Output to Users and Contexts on Communication and Media Control Scenarios. Lecture Notes in Computer Science, 2009, , 384-393.	1.3	3
77	When You Canâ€™t Read It, Listen to It! An Audio-Visual Interface for Book Reading. Lecture Notes in Computer Science, 2009, , 24-33.	1.3	3
78	Accessibility of Dynamic Adaptive Web TV Applications. Lecture Notes in Computer Science, 2012, , 343-350.	1.3	3
79	Promoting the use of Design Evaluation techniques within Software Development. , 2014, , .		3
80	Conveying Browsing Context Through Audio on Digital Talking Books. Lecture Notes in Computer Science, 2007, , 259-268.	1.3	3
81	Under the Table: Tap Authentication for Smartphones. , 0, , .		3
82	Evaluating Usability Improvements by Combining Visual and Audio Modalities in the Interface. , 2007, , 428-437.		3
83	DiTaBBu. , 2006, , .		2
84	Leveraging rich accessible documents on the web. , 2007, , .		2
85	The semantics of personalised web accessibility assessment. , 2010, , .		2
86	Can you feel it?. , 2012, , .		2
87	Workshop on inconspicuous interaction. , 2014, , .		2
88	Designing for geo-referenced in-situ therapeutic scenarios. Information Systems Frontiers, 2016, 18, 103-123.	6.4	2
89	Enabling Biographical Cognitive Stimulation for People with Dementia. , 2018, , .		2
90	Analytic Evaluation of Groupware Design. Lecture Notes in Computer Science, 2006, , 31-40.	1.3	2

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91	Evaluating the Accessibility of Adaptive TV Based Web Applications. Human-computer Interaction Series, 2013, , 177-194.	0.6	2
92	Supporting the Design of Mobile Artefacts for Paper-Based Activities. , 2009, , 137-149.		2
93	Towards Ubiquitous Awareness Tools for Blind People. , 2013, , .		2
94	Risk Assessment in Healthcare Collaborative Settings: A Case Study Using SHELL. Lecture Notes in Computer Science, 2008, , 65-73.	1.3	2
95	On the Gap between Automated and In-Vivo Evaluations of Web Accessibility. Lecture Notes in Computer Science, 2009, , 735-744.	1.3	2
96	Manipulating concept maps with constrained regions. , 1998, , .		2
97	Playback of Rich Digital Books on Mobile Devices. , 2007, , 270-279.		2
98	Modeling Web Accessibility for Rich Document Production. Journal of Access Services, 2009, 6, 237-260.	0.7	1
99	Mobile support for personalized therapies: OminSCOPE: Richer artefacts and data collection. , 2009, , .		1
100	Assessing the Effort of Repairing the Accessibility of Web Sites. Lecture Notes in Computer Science, 2012, , 396-403.	1.3	1
101	"Blue pill or red pill?". , 2012, , .		1
102	Children Psychotherapy with Mobile Devices. Studies in Computational Intelligence, 2012, , 85-109.	0.9	1
103	Mobile accessibility. Universal Access in the Information Society, 2014, 13, 255-256.	3.0	1
104	Interface to support caregivers in daily record and information visualization of patients with dementia. , 2016, , .		1
105	Mobile Accessibility Workshop. Lecture Notes in Computer Science, 2011, , 734-735.	1.3	1
106	Handheld Tools for Personalized and Proactive Psychotherapy. Lecture Notes in Business Information Processing, 2008, , 452-464.	1.0	1
107	Comparing Usage Performance on Mobile Applications. Lecture Notes in Computer Science, 2008, , 233-247.	1.3	1
108	Querying Web Accessibility Knowledge from Web Graphs. , 2009, , 88-112.		1

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109	Improving Children's Writing Ability. Lecture Notes in Computer Science, 2009, , 186-195.	1.3	1
110	Coupling Interaction and Physiological Metrics for Interaction Adaptation. Lecture Notes in Computer Science, 2011, , 499-502.	1.3	1
111	An Analysis of Player Strategies and Performance in Audio Puzzles. Lecture Notes in Computer Science, 2012, , 349-362.	1.3	1
112	DETACH: Authoring Digital Therapeutic Artefacts. , 2013, , .		1
113	Defining a Design Space for Persuasive Cooperative Interactions in Mobile Exertion Applications. Lecture Notes in Computer Science, 2014, , 105-112.	1.3	1
114	Collaborative and Comparative Analysis of Mobile Artefact Usage. , 2008, , .		0
115	Multi-purpose proactive m-Artifacts. , 2008, , .		0
116	Tackling collaborative-design of mobile prototypes. , 2009, , .		0
117	Geo-referenced collaborative psychotherapy. , 2010, , .		0
118	Ubiquitous geo-referenced social skills therapy. , 2010, , .		0
119	The Unconventional Interaction Library: Tackling the Use of Physiological Interaction Modalities. , 2010, , .		0
120	Second mobile accessibility workshop. , 2012, , .		0
121	User performance tweaking in videogames. , 2012, , .		0
122	Supporting autism therapists. , 2014, , .		0
123	myView: End-user Authoring of Virtual Environments for Therapy. , 2021, , .		0
124	Exploring Multimodal Interaction in Collaborative Settings. Lecture Notes in Computer Science, 2009, , 19-28.	1.3	0
125	Evaluating a Prototype for Geo-referenced Collaborative Psychotherapy with Mobile Devices. Lecture Notes in Computer Science, 2010, , 353-362.	1.3	0
126	In-Vivo Therapy Procedures: Design Process of a Geo-Referenced System. Lecture Notes in Computer Science, 2013, , 257-273.	1.3	0

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127	Persuasive Elements in Videogames: Effects on Player Performance and Physiological State. Lecture Notes in Computer Science, 2013, , 45-60.	1.3	0
128	Improving Students Learning Programming Skills with ProGames â€“ Programming through Games System. Lecture Notes in Computer Science, 2013, , 579-586.	1.3	0
129	Flow Specification Patterns of End-User Programmers: Lessons Learnt from a Health Mobile Application Authoring Environment Design. Lecture Notes in Computer Science, 2013, , 748-755.	1.3	0
130	Evaluating the Accessibility of Adaptive TV Based Web Applications. Human-computer Interaction Series, 2015, , 243-259.	0.6	0
131	Individual and Group Cognitive-Based Therapy Support. , 0, , 1048-1069.		0