

Luis CarriÃ§o

List of Publications by Year in descending order

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Version: 2024-02-01

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	Are Video Games Effective to Promote Cognition and Everyday Functional Capacity in Mild Cognitive Impairment/Dementia Patients? A Meta-Analysis of Randomized Controlled Trials. <i>Journal of Alzheimer's Disease</i> , 2021, 84, 329-341.	2.6	7
2	myView: End-user Authoring of Virtual Environments for Therapy. , 2021, , .		0
3	Photo-Realistic Interactive Virtual Environments for Neurorehabilitation in Mild Cognitive Impairment (NeuroVRRehab.PT): A Participatory Design and Proof-of-Concept Study. <i>Journal of Clinical Medicine</i> , 2020, 9, 3821.	2.4	11
4	Vulnerability & Blame. , 2019, , .		18
5	Combining Semantic Tools for Automatic Evaluation of Alternative Texts. , 2019, , .		4
6	Designing Personalized Therapy Tools for People with Dementia. , 2019, , .		7
7	Game-based interventions for neuropsychological assessment, training and rehabilitation: Which game-elements to use? A systematic review. <i>Journal of Biomedical Informatics</i> , 2019, 98, 103287.	4.3	36
8	Mobile Web. <i>Human-computer Interaction Series</i> , 2019, , 737-754.	0.6	3
9	Enabling Biographical Cognitive Stimulation for People with Dementia. , 2018, , .		2
10	Eliciting and Modeling Business Process Stories. <i>Business and Information Systems Engineering</i> , 2018, 60, 115-132.	6.1	13
11	Semantic Content Analysis Supporting Web Accessibility Evaluation. , 2018, , .		4
12	Automatic Role Detection of Visual Elements of Web Pages for Automatic Accessibility Evaluation. , 2018, , .		6
13	Characterizing Social Insider Attacks on Facebook. , 2017, , .		9
14	Interface to support caregivers in daily record and information visualization of patients with dementia. , 2016, , .		1
15	Effect of target size on non-visual text-entry. , 2016, , .		9
16	Development technologies impact in web accessibility. , 2016, , .		9
17	Designing for geo-referenced in-situ therapeutic scenarios. <i>Information Systems Frontiers</i> , 2016, 18, 103-123.	6.4	2
18	The Differences in Accessibility of TV and Desktop Web Applications from the Perspective of Automated Evaluation. <i>Procedia Computer Science</i> , 2015, 67, 388-396.	2.0	5

#	ARTICLE	IF	CITATIONS
19	Optimus web. , 2015, , .		4
20	Evaluating the Accessibility of Adaptive TV Based Web Applications. Human-computer Interaction Series, 2015, , 243-259.	0.6	0
21	Workshop on inconspicuous interaction. , 2014, , .		2
22	Merlin-know, an interactive virtual teacher for improving learning in Moodle. , 2014, , .		3
23	An analysis of personalized web accessibility. , 2014, , .		9
24	Supporting autism therapists. , 2014, , .		0
25	Measuring snooping behavior with surveys. , 2014, , .		8
26	Game programming for improving learning experience. , 2014, , .		6
27	Welcoming gesture recognition into autism therapy. , 2014, , .		4
28	Serious games for motivating into programming. , 2014, , .		4
29	Mobile accessibility. Universal Access in the Information Society, 2014, 13, 255-256.	3.0	1
30	Friendsourcing the unmet needs of people with dementia. , 2014, , .		15
31	Promoting the use of Design Evaluation techniques within Software Development. , 2014, , .		3
32	Defining a Design Space for Persuasive Cooperative Interactions in Mobile Exertion Applications. Lecture Notes in Computer Science, 2014, , 105-112.	1.3	1
33	An end-user approach to business process modeling. Journal of Network and Computer Applications, 2013, 36, 1466-1479.	9.1	39
34	Three web accessibility evaluation perspectives for RIA. , 2013, , .		17
35	The cake can be a lie. , 2013, , .		4
36	UbiBraille. , 2013, , .		48

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37	Third mobile accessibility workshop. , 2013, , .		4
38	Evaluating the Accessibility of Adaptive TV Based Web Applications. Human-computer Interaction Series, 2013, , 177-194.	0.6	2
39	Web Accessibility in Africa: A Study of Three African Domains. Lecture Notes in Computer Science, 2013, , 331-338.	1.3	12
40	Towards Ubiquitous Awareness Tools for Blind People. , 2013, , .		2
41	In-Vivo Therapy Procedures: Design Process of a Geo-Referenced System. Lecture Notes in Computer Science, 2013, , 257-273.	1.3	0
42	Persuasive Elements in Videogames: Effects on Player Performance and Physiological State. Lecture Notes in Computer Science, 2013, , 45-60.	1.3	0
43	Improving Students Learning Programming Skills with ProGames “ Programming through Games System. Lecture Notes in Computer Science, 2013, , 579-586.	1.3	0
44	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
45	DETACH: Authoring Digital Therapeutic Artefacts. , 2013, , .		1
46	Fear therapy for children. , 2012, , .		10
47	Second mobile accessibility workshop. , 2012, , .		0
48	Privacy and secrecy in ubiquitous text messaging. , 2012, , .		7
49	A macroscopic web accessibility evaluation at different processing phases. , 2012, , .		6
50	User performance tweaking in videogames. , 2012, , .		0
51	Can you feel it?. , 2012, , .		2
52	Evaluating the accessibility of rich internet applications. , 2012, , .		26
53	Assessing the Effort of Repairing the Accessibility of Web Sites. Lecture Notes in Computer Science, 2012, , 396-403.	1.3	1
54	"Blue pill or red pill?". , 2012, , .		1

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55	Puzzle games. , 2012, , .		4
56	Evaluating the Accessibility of Web Applications. Procedia Computer Science, 2012, 14, 28-35.	2.0	17
57	Children Psychotherapy with Mobile Devices. Studies in Computational Intelligence, 2012, , 85-109.	0.9	1
58	Power me Up!. , 2012, , .		3
59	Accessibility of Dynamic Adaptive Web TV Applications. Lecture Notes in Computer Science, 2012, , 343-350.	1.3	3
60	An Analysis of Player Strategies and Performance in Audio Puzzles. Lecture Notes in Computer Science, 2012, , 349-362.	1.3	1
61	Crosschecking the mobile web for people with visual impairments. , 2011, , .		3
62	Designing and Evaluating Mobile Interaction: Challenges and Trends. Foundations and Trends in Human-Computer Interaction, 2011, 4, 175-243.	2.9	38
63	On web accessibility evaluation environments. , 2011, , .		27
64	The influence of performance-oriented widgets on interactive behavior while playing videogames. , 2011, , .		4
65	An Architecture for Multiple Web Accessibility Evaluation Environments. Lecture Notes in Computer Science, 2011, , 206-214.	1.3	3
66	Results from Multi-dimensional Accessibility Assessment. Lecture Notes in Computer Science, 2011, , 187-196.	1.3	4
67	Mobile Accessibility Workshop. Lecture Notes in Computer Science, 2011, , 734-735.	1.3	1
68	Coupling Interaction and Physiological Metrics for Interaction Adaptation. Lecture Notes in Computer Science, 2011, , 499-502.	1.3	1
69	OmniSCOPE: Composing Universal Therapies. Methods of Information in Medicine, 2010, 49, 81-87.	1.2	3
70	Web not for all. , 2010, , .		46
71	Geo-referenced collaborative psychotherapy. , 2010, , .		0
72	Ubiquitous geo-referenced social skills therapy. , 2010, , .		0

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73	The semantics of personalised web accessibility assessment. , 2010, , .		2
74	Physiological data gathering in mobile environments. , 2010, , .		5
75	Designing for children. , 2010, , .		3
76	The Collaboration Platform: A Cooperative Work Course Case-Study. , 2010, , .		4
77	The Unconventional Interaction Library: Tackling the Use of Physiological Interaction Modalities. , 2010, , .		0
78	Macroscopic characterisations of Web accessibility. New Review of Hypermedia and Multimedia, 2010, 16, 221-243.	1.1	14
79	Redefining Assumptions: Accessibility and Its Stakeholders. Lecture Notes in Computer Science, 2010, , 561-568.	1.3	14
80	Evaluating a Prototype for Geo-referenced Collaborative Psychotherapy with Mobile Devices. Lecture Notes in Computer Science, 2010, , 353-362.	1.3	0
81	Modeling Web Accessibility for Rich Document Production. Journal of Access Services, 2009, 6, 237-260.	0.7	1
82	Tackling collaborative-design of mobile prototypes. , 2009, , .		0
83	A Session Engine Approach for Synchronous Collaborative Environments. , 2009, , .		3
84	A mobile tool for in-situ prototyping. , 2009, , .		14
85	Towards the universal semantic assessment of accessibility. , 2009, , .		6
86	Supporting the design of mobile interactive artefacts. Advances in Engineering Software, 2009, 40, 1279-1286.	3.8	3
87	Mobile support for personalized therapies: OminSCOPE: Richer artefacts and data collection. , 2009, , .		1
88	Reflections on Teaching Human-Computer Interaction to Blind Students. International Federation for Information Processing, 2009, , 123-142.	0.4	5
89	Supporting the Design of Mobile Artefacts for Paper-Based Activities. , 2009, , 137-149.		2
90	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

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91	When You Can't Read It, Listen to It! An Audio-Visual Interface for Book Reading. Lecture Notes in Computer Science, 2009, , 24-33.	1.3	3
92	An Evaluation Framework for Mobile User Interfaces. Lecture Notes in Computer Science, 2009, , 708-721.	1.3	6
93	A Service Oriented Ontological Framework for the Semantic Validation of Web Accessibility. , 2009, , 49-67.		4
94	On the Gap between Automated and In-Vivo Evaluations of Web Accessibility. Lecture Notes in Computer Science, 2009, , 735-744.	1.3	2
95	Querying Web Accessibility Knowledge from Web Graphs. , 2009, , 88-112.		1
96	Exploring Multimodal Interaction in Collaborative Settings. Lecture Notes in Computer Science, 2009, , 19-28.	1.3	0
97	Improving Children's Writing Ability. Lecture Notes in Computer Science, 2009, , 186-195.	1.3	1
98	Multimodal Artefact Manipulation: Evaluation in Real Contexts. , 2008, , .		3
99	A framework for mobile evaluation. , 2008, , .		11
100	Collaborative and Comparative Analysis of Mobile Artefact Usage. , 2008, , .		0
101	On the credibility of wikipedia. , 2008, , .		16
102	Defining scenarios for mobile design and evaluation. , 2008, , .		7
103	Lessons from early stages design of mobile applications. , 2008, , .		36
104	The impact of accessibility assessment in macro scale universal usability studies of the web. , 2008, , .		17
105	A mixed-fidelity prototyping tool for mobile devices. , 2008, , .		31
106	Multi-purpose proactive m-Artifacts. , 2008, , .		0
107	Multimodal Interaction: Real Context Studies on Mobile Digital Artefacts. Lecture Notes in Computer Science, 2008, , 60-69.	1.3	17
108	Handheld Tools for Personalized and Proactive Psychotherapy. Lecture Notes in Business Information Processing, 2008, , 452-464.	1.0	1

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109	Risk Assessment in Healthcare Collaborative Settings: A Case Study Using SHELL. Lecture Notes in Computer Science, 2008, , 65-73.	1.3	2
110	Comparing Usage Performance on Mobile Applications. Lecture Notes in Computer Science, 2008, , 233-247.	1.3	1
111	Defining personalized therapies for handheld devices. , 2007, , .		3
112	Leveraging rich accessible documents on the web. , 2007, , .		2
113	Detecting Learning Difficulties on Ubiquitous Scenarios. Lecture Notes in Computer Science, 2007, , 235-244.	1.3	3
114	Ubiquitous Psychotherapy. IEEE Pervasive Computing, 2007, 6, 20-27.	1.3	141
115	Designing for Mobile Devices: Requirements, Low-Fi Prototyping and Evaluation. Lecture Notes in Computer Science, 2007, , 260-269.	1.3	4
116	Managing Group Therapy Through Multiple Devices. Lecture Notes in Computer Science, 2007, , 427-436.	1.3	6
117	Conveying Browsing Context Through Audio on Digital Talking Books. Lecture Notes in Computer Science, 2007, , 259-268.	1.3	3
118	Evaluating Usability Improvements by Combining Visual and Audio Modalities in the Interface. , 2007, , 428-437.		3
119	Playback of Rich Digital Books on Mobile Devices. , 2007, , 270-279.		2
120	A conceptual framework for developing adaptive multimodal applications. , 2006, , .		49
121	DiTaBBu. , 2006, , .		2
122	Low-fi prototyping for mobile devices. , 2006, , .		25
123	Handheld devices for cooperative educational activities. , 2006, , .		13
124	Analytic Evaluation of Groupware Design. Lecture Notes in Computer Science, 2006, , 31-40.	1.3	2
125	Identifying adaptation dimensions in digital talking books. , 2004, , .		4
126	Manipulating concept maps with constrained regions. , 1998, , .		2

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127	Facilitating analysis and diagnosis in organisations. Notes on Numerical Fluid Mechanics and Multidisciplinary Design, 1997, , 131-144.	0.3	6
128	Mobile Interaction Design: Techniques for Early Stage In-Situ Design. , 0, , .		3
129	Designing Mobile Multimodal Applications. , 0, , 106-135.		5
130	Under the Table: Tap Authentication for Smartphones. , 0, , .		3
131	Individual and Group Cognitive-Based Therapy Support. , 0, , 1048-1069.		0