Edwin Gamboa

List of Publications by Year
in descending order

11 papers	**7** citations	2682572 **2** h-index	2550090 **3** g-index
12 all docs	**12** docs citations	**12** times ranked	**12** citing authors

#	Article	IF	Citations
1	Addressing Motivation Issues in Physical Rehabilitation Treatments Using Exergames. Communications in Computer and Information Science, 2018, , 459-470.	0.5	2
2	The Crowd Thinks Aloud: Crowdsourcing Usability Testing withÂtheÂThinking Aloud Method. Lecture Notes in Computer Science, 2021, , 24-39.	1.3	2
3	A Training Algorithm to Reinforce Generic Competences in Higher Education Students. Communications in Computer and Information Science, 2018, , 201-212.	0.5	1
4	Towards Reinforcing Generic Competences in Higher Education Students Using Gamification. Communications in Computer and Information Science, 2019, , 408-422.	0.5	1
5	Identifying aspects, methods and instruments to evaluate player experience in physical rehabilitation exergames. , 2019, , .		1
6	Strong shot, English vocabulary in context. , 2016, , .		0
7	Fostering Teenagersâ€™ Motivation Towards Peace Culture Workshops Using Gamification. Communications in Computer and Information Science, 2019, , 227-237.	0.5	0
8	Relaxing and Familiar, Guidelines to Develop Interactive Applications for Dementia Patients. Communications in Computer and Information Science, 2020, , 213-222.	0.5	0
9	Recommendations and Challenges for Developing English Vocabulary Learning Games. Communications in Computer and Information Science, 2020, , 193-202.	0.5	0
10	A Physiotherapistâ€™s Matter: Validating a Physical Rehabilitation Exergame to Enable Safe Evaluation with Patients. Communications in Computer and Information Science, 2020, , 1-9.	0.5	0
11	Rivit: A Digital Game to Cognitively Train and Entertain Heart Failure Patients. Communications in Computer and Information Science, 2020, , 223-232.	0.5	0