

Edwin Gamboa

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4807311/publications.pdf>

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