## **Nuno Martins**

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/4898796/publications.pdf

Version: 2024-02-01

		1683354	1588620
38	106	5	8
papers	citations	h-index	g-index
50	50	50	22
50	50	50	32
all docs	docs citations	times ranked	citing authors

#	Article	IF	CITATIONS
1	E-Marketplace as a Tool for the Revitalization of Portuguese Craft Industry: The Design Process in the Development of an Online Platform. Future Internet, 2020, 12, 195.	2.4	10
2	Bridging tourism, architecture, and sustainability: Design and development of an app for contemporary architecture built in Portugal. Journal of Global Scholars of Marketing Science, 2022, 32, 493-510.	1.4	10
3	Design and development of a digital platform for seasonal jobs: Improving the hiring process. Journal of Global Scholars of Marketing Science, 2022, 32, 452-469.	1.4	9
4	Activerest: Design of A Graphical Interface for the Remote use of Continuous and Holistic Care Providers. Advances in Science, Technology and Engineering Systems, 2020, 5, 635-645.	0.4	6
5	An analysis of feminist graphics published on Instagram by Spanish female professionals on the subject of International Women's Day (2019-2020). Communication and Society, 0, , 351-367.	0.5	5
6	ICT4Silver: Design Guidelines for the Development of Digital Interfaces for Elderly Users. Lecture Notes in Mechanical Engineering, 2022, , 178-188.	0.3	5
7	Multimedia as Mediator of Knowledge between Older Generations and Present-Day Students of Art and Design. , 2020, , .		5
8	The Museum of All: Institutional Communication Practices in a Participatory Networked World. Design Journal, 2012, 15, 203-217.	0.5	4
9	The Design Process in the Improvement of The Experience Between a Brand and its Target Audience Through a Digital Product: The Lexus Portugal's used Car Website Case Study. Advances in Science, Technology and Engineering Systems, 2020, 5, 620-629.	0.4	4
10	The contribution of design in supporting the pregnancy process. , 2019, , .		3
11	The Infographic Process of Synthesizing Complex Information About the Individual Legacies of Retired Teachers and Researchers in Art and Design. Advances in Intelligent Systems and Computing, 2020, , 36-42.	0.5	3
12	From Painting to Graphic Arts: The Unique Legacy of Armando Alves. Springer Series in Design and Innovation, 2021, , 1-15.	0.2	2
13	The Graphic Interface Design of the ALU13 Online Store. Springer Series in Design and Innovation, 2021, , 49-64.	0.2	2
14	Spot Toyota: Design and Development of a Mobile Application for Toyota's Promotion Actions to the Young Audience. Advances in Science, Technology and Engineering Systems, 2020, 5, 469-477.	0.4	2
15	The Rise of Communication Design in Portugal: An Overview of the Higher Education Teaching Methodologies. Advances in Intelligent Systems and Computing, 2020, , 86-91.	0.5	2
16	Learning Ecologies: From Past Generations to Current Higher Education. , 0, , .		2
17	Once Upon a Time: A Kit of Tools for Reading and Telling Stories. , 2021, , .		2
18	Development of a Graphical Interface for Continuous and Holistic Care Providers. , 2019, , .		1

#	Article	IF	CITATIONS
19	Design of a digital platform for the preservation and dissemination of Portuguese handicraft products. , 2020, , .		1
20	The School of Carlos Ramos:ÂA Lasting Legacy of a Revolution. Springer Series in Design and Innovation, 2021, , 371-384.	0.2	1
21	Craft Academy: Design of an e-learning solution for the handicrafts' industries preservation., 2021,,.		1
22	Gravitim APP and the Contribution of Digital Media in the Process of Pregnancy. Springer Series in Design and Innovation, 2020, , 189-202.	0.2	1
23	The Potential of Narrative Devices in a Video Promoting the Use of an Ambarscience Didactic Toy in Classrooms. Springer Series in Design and Innovation, 2021, , 177-193.	0.2	1
24	The Viability of Heritage Craft in a Global Marketplace. Advances in Business Strategy and Competitive Advantage Book Series, 2020, , 249-264.	0.2	1
25	A Checklist Proposal to Evaluate the Quality of University Websites. Springer Series in Design and Innovation, 2022, , 134-145.	0.2	1
26	Color Sensitivity in Digital Interfaces Designed for Elderly People. Springer Series in Design and Innovation, 2022, , 74-85.	0.2	1
27	Lexus Used-Vehicle Online Platform: Comparative Analysis of Major Competing Brands' Websites. Springer Series in Design and Innovation, 2021, , 243-255.	0.2	1
28	Infographics of Wisdom. , 2020, , .		1
29	Design and Communication for the Territory: Promotion and Enhancement of Heritage Based on Tourist Routes. Lecture Notes in Networks and Systems, 2021, , 79-86.	0.5	0
30	Design and Development of a F-16 Fighter Pilot Training System Using Virtual Reality: First Insights. Lecture Notes in Networks and Systems, 2021, , 47-53.	0.5	0
31	La educaci $ ilde{A}^3$ n est $ ilde{A}$ ©tica del director de arte en los grados universitarios de Publicidad en Espa $ ilde{A}$ ±a. lcono14, 2021, 19, 143-166.	0.3	0
32	The Offland Exploratory Project as a Starting Point to a Literature Review on Types of Immersion in VR. Springer Series in Design and Innovation, 2022, , 339-352.	0.2	0
33	A Brand Argument Driven Through Art and Schematics. Designing New Perspectives to Transform and Empower the Neighborhood. Lecture Notes in Networks and Systems, 2021, , 57-69.	0.5	0
34	Portuguese Citizens and Oncologic Institutions in Social Networks. International Journal of Privacy and Health Information Management, 2016, 4, 70-84.	0.2	0
35	E-learning as a Strategic Solution for the Preservation and Revitalization of Disappearing Industrial Cultures in Portugal. Advances in Intelligent Systems and Computing, 2020, , 330-335.	0.5	0
36	Bridging Art and Design teaching generations. , 2020, , .		0

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#	Article	IF	CITATIONS
37	La imitación como estrategia de alfabetización visual en la formación del diseñador gráfico. Una propuesta metodológica desde el diseño editorial. Kepes, 2022, 19, 499-530.	0.1	o
38	The role of Design and digital media as the basis for conceiving complementary digital means to aid the treatment and support of individuals with cognitive disabilities, 2021,,.		0