

Nuno Martins

List of Publications by Year in descending order

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

Version: 2024-02-01

38
papers

106
citations

1683354

5
h-index

1588620

8
g-index

50
all docs

50
docs citations

50
times ranked

32
citing authors

#	ARTICLE	IF	CITATIONS
1	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
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	ICT4Silver: Design Guidelines for the Development of Digital Interfaces for Elderly Users. Lecture Notes in Mechanical Engineering, 2022, , 178-188.	0.3	5
4	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
5	A Checklist Proposal to Evaluate the Quality of University Websites. Springer Series in Design and Innovation, 2022, , 134-145.	0.2	1
6	Color Sensitivity in Digital Interfaces Designed for Elderly People. Springer Series in Design and Innovation, 2022, , 74-85.	0.2	1
7	La imitaci3n como estrategia de alfabetizaci3n visual en la formaci3n del dise±ador gr±fico. Una propuesta metodol3gica desde el dise±o editorial. Kepes, 2022, 19, 499-530.	0.1	0
8	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
9	The School of Carlos Ramos:ÂA Lasting Legacy of a Revolution. Springer Series in Design and Innovation, 2021, , 371-384.	0.2	1
10	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
11	Craft Academy : Design of an e-learning solution for the handicrafts' industries preservation. , 2021, , .		1
12	La educaci3n est3tica del director de arte en los grados universitarios de Publicidad en Espa±a. Icono14, 2021, 19, 143-166.	0.3	0
13	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
14	From Painting to Graphic Arts: The Unique Legacy of Armando Alves. Springer Series in Design and Innovation, 2021, , 1-15.	0.2	2
15	The Graphic Interface Design of the ALU13 Online Store. Springer Series in Design and Innovation, 2021, , 49-64.	0.2	2
16	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
17	Lexus Used-Vehicle Online Platform: Comparative Analysis of Major Competing Brandsâ€™ Websites. Springer Series in Design and Innovation, 2021, , 243-255.	0.2	1
18	Once Upon a Time: A Kit of Tools for Reading and Telling Stories. , 2021, , .		2

#	ARTICLE	IF	CITATIONS
19	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
20	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
21	Design of a digital platform for the preservation and dissemination of Portuguese handicraft products. , 2020, , .		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	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
24	The Design Process in the Improvement of The Experience Between a Brand and its Target Audience Through a Digital Product: The Lexus Portugalâ€™s used Car Website Case Study. Advances in Science, Technology and Engineering Systems, 2020, 5, 620-629.	0.4	4
25	The Viability of Heritage Craft in a Global Marketplace. Advances in Business Strategy and Competitive Advantage Book Series, 2020, , 249-264.	0.2	1
26	Multimedia as Mediator of Knowledge between Older Generations and Present-Day Students of Art and Design. , 2020, , .		5
27	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
28	Spot Toyota: Design and Development of a Mobile Application for Toyotaâ€™s Promotion Actions to the Young Audience. Advances in Science, Technology and Engineering Systems, 2020, 5, 469-477.	0.4	2
29	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
30	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
31	Bridging Art and Design teaching generations. , 2020, , .		0
32	Infographics of Wisdom. , 2020, , .		1
33	Development of a Graphical Interface for Continuous and Holistic Care Providers. , 2019, , .		1
34	The contribution of design in supporting the pregnancy process. , 2019, , .		3
35	Portuguese Citizens and Oncologic Institutions in Social Networks. International Journal of Privacy and Health Information Management, 2016, 4, 70-84.	0.2	0
36	The Museum of All: Institutional Communication Practices in a Participatory Networked World. Design Journal, 2012, 15, 203-217.	0.5	4

#	ARTICLE	IF	CITATIONS
37	An analysis of feminist graphics published on Instagram by Spanish female professionals on the subject of International Women’s Day (2019-2020). <i>Communication and Society</i> , 0, , 351-367.	0.5	5
38	Learning Ecologies: From Past Generations to Current Higher Education. , 0, , .		2