

# Isidro Navarro

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5034401/publications.pdf>

Version: 2024-02-01

39  
papers

502  
citations

1039880

9  
h-index

752573

20  
g-index

43  
all docs

43  
docs citations

43  
times ranked

335  
citing authors

#	ARTICLE	IF	CITATIONS
1	Developing a Parametric System for Pointe Shoe Customization. Communications in Computer and Information Science, 2021, , 337-342.	0.4	0
2	Heritage Augmented Reality Applications for Enhanced User Experience. Lecture Notes in Computer Science, 2021, , 302-312.	1.0	1
3	Mixed Assessment of Virtual Serious Games Applied in Architectural and Urban Design Education. Sensors, 2021, 21, 3102.	2.1	28
4	Virtual Reality for enhanced learning in artistic disciplines of degree of video games. , 2021, , .		2
5	Evaluation of Thermal Comfort Performance of a Vertical Garden on a Glazed Façade and its Effect on Building and Urban Scale, Case Study: An Office Building in Barcelona. Sustainability, 2021, 13, 6706.	1.6	7
6	A Systematic Review of Current Strategies and Methods for BIM Implementation in the Academic Field. Applied Sciences (Switzerland), 2021, 11, 5530.	1.3	18
7	BIM Education Experience in Social Project Resolution with User Evaluation. Advances in Intelligent Systems and Computing, 2021, , 173-182.	0.5	0
8	Building Orientation in Green Facade Performance and Its Positive Effects on Urban Landscape Case Study: An Urban Block in Barcelona. Sustainability, 2020, 12, 9273.	1.6	13
9	Why Building Information Modelling and why now : Literacy study of BIM implementation in architecture. , 2020, , .		3
10	EDUGAME4CITY. A Gamification for Architecture Students. Viability Study Applied to Urban Design. Lecture Notes in Computer Science, 2020, , 296-314.	1.0	6
11	GAME4CITY. Gamification for Citizens Through the Use of Virtual Reality Made Available to the Masses. Viability Study in Two Public Events. Lecture Notes in Computer Science, 2020, , 315-332.	1.0	4
12	Combining BIM systems and Video-Games engines in Educational Ephemeral Urban and Architectural Proposals. , 2020, , .		1
13	Virtual Reality Using Smart-Devices in Educational Frameworks. , 2020, , 629-641.		0
14	What is happening in the process of engaging Architectural Students and Teachers for Including Virtual and Interactive Systems in the Projects Developments?. , 2020, , .		3
15	New Lighting Representation Methodologies for Enhanced Learning in Architecture Degree. Advances in Intelligent Systems and Computing, 2019, , 329-335.	0.5	1
16	Assessment of Wearable Virtual Reality Technology for Visiting World Heritage Buildings: An Educational Approach. Journal of Educational Computing Research, 2018, 56, 940-973.	3.6	28
17	Innovation in Urban Design Education. , 2018, , .		6
18	Qualitative assessment of urban virtual interactive environments for educational proposals. , 2018, , .		7

#	ARTICLE	IF	CITATIONS
19	Simulated Environments in Architecture Education. Improving the Student Motivation. Advances in Intelligent Systems and Computing, 2017, , 235-243.	0.5	6
20	Urban Gamification in Architecture Education. Advances in Intelligent Systems and Computing, 2017, , 335-341.	0.5	17
21	Student motivation assessment using and learning virtual and gamified urban environments. , 2017, , .		25
22	Virtual Reality Using Smart-Devices in Educational Frameworks. International Journal of Technology and Human Interaction, 2017, 13, 50-61.	0.3	6
23	Make World, A Collaborative Platform to Develop Computational Thinking and STEAM. Lecture Notes in Computer Science, 2017, , 50-59.	1.0	6
24	Improving computational skills and curriculum of vocational training students. case study. , 2016, , .		2
25	Indoor positioning systems: 3D virtual model visualization and design process of their assessment using mixed methods: Case study: World heritatge buildings and spatial skills for architecture students. , 2016, , .		2
26	Application of ICT in the processes of design and construction of an Orthodox Church. Revista De La Construccion, 2016, 15, 55-68.	0.5	0
27	High vs. low intensity courses. , 2015, , .		5
28	Educational qualitative assessment of augmented reality models and digital sketching applied to urban planning. , 2014, , .		6
29	Academic performance assessment using Augmented Reality in engineering degree course. , 2014, , .		8
30	Relationship between student profile, tool use, participation, and academic performance with the use of Augmented Reality technology for visualized architecture models. Computers in Human Behavior, 2014, 31, 434-445.	5.1	203
31	Mobile learning en lâ€™Ãmbit de lâ€™arquitectura i lâ€™edificaciÃ³. AnÃlisi de casos dâ€™estudi. RUSC Universities and Knowledge Society Journal, 2014, 11, 152.	1.4	11
32	Augmented and Geo-Located Information in an Architectural Education Framework. Lecture Notes in Computer Science, 2014, , 15-26.	1.0	3
33	New Strategies Using Handheld Augmented Reality and Mobile Learning-teaching Methodologies, in Architecture and Building Engineering Degrees. Procedia Computer Science, 2013, 25, 52-61.	1.2	33
34	Construction Processes Using Mobile Augmented Reality: A Study Case in Building Engineering Degree. Advances in Intelligent Systems and Computing, 2013, , 1053-1062.	0.5	9
35	Augmented reality uses in educational research projects. , 2013, , .		4
36	Implementation of Augmented Reality in âœ3.0 LearningâœMethodology. , 2013, , 391-413.		3

#	ARTICLE	IF	CITATIONS
37	Alfabetización digital para la enseñanza de la arquitectura. Un estudio de caso. <i>Arquiteturarevista</i> , 2012, 8, .	0.1	10
38	Visual Interfaces and User Experience: Augmented Reality for Architectural Education: One Study Case and Work in Progress. <i>Communications in Computer and Information Science</i> , 2011, , 355-367.	0.4	8
39	Mobile Visualization of Architectural Projects: Quality and Emotional Evaluation Based on User Experience. <i>Communications in Computer and Information Science</i> , 2011, , 407-416.	0.4	0