Xavier Alamán

List of Publications by Year
in descending order

33 papers	439 citations	1040056 9 h-index	752698 20 g-index
35 all docs	35 docs citations	35 times ranked	278 citing authors

#	Article	IF	Citations
1	Determination of surface topography of biological specimens at high resolution by scanning tunnelling microscopy. Nature, 1985, 315, 253-254.	27.8	205
2	Developing Mixed Reality Educational Applications: The Virtual Touch Toolkit. Sensors, 2015, 15, 21760-21784.	3.8	29
3	VirtualTouch: A Tool for Developing Mixed Reality Educational Applications and an Example of Use for Inclusive Education. International Journal of Human-Computer Interaction, 2014, 30, 815-828.	4.8	26
4	Adaptive manuals as assistive technology to support and train people with acquired brain injury in their daily life activities. Personal and Ubiquitous Computing, 2013, 17, 1117-1126.	2.8	21
5	KnowCat: A Web Application for Knowledge Organization. Lecture Notes in Computer Science, 1999, , 348-359.	1.3	19
6	Integrating Virtual Worlds with Tangible User Interfaces for Teaching Mathematics: A Pilot Study. Sensors, 2016, 16, 1775.	3.8	16
7	A Prototype of a Context-Based Architecture for Intelligent Home Environments. Lecture Notes in Computer Science, 2004, , 477-491.	1.3	16
8	Creating eâ€books in a distributed and collaborative way. Electronic Library, 2002, 20, 288-295.	1.4	13
9	A Plug and Play Spoken Dialogue Interface for Smart Environments. Lecture Notes in Computer Science, 2004, , 360-370.	1.3	13
10	Heterogeneous integration architecture for intelligent control systems. Intelligent Systems Engineering, 1994, 3, 138.	0.5	11
11	Harnessing the Interaction Continuum for Subtle Assisted Living. Sensors, 2012, 12, 9829-9846.	3.8	9
12	Easing the Smart Home: A rule-based language and multi-agent structure for end user development in Intelligent Environments. Journal of Ambient Intelligence and Smart Environments, 2010, 2, 437-438.	1.4	7
13	Context Adaptive Interaction with an Automatically Created Spoken Interface for Intelligent Environments. Lecture Notes in Computer Science, 2004, , 120-127.	1.3	6
14	Adaptive Interfaces for People with Special Needs. Lecture Notes in Computer Science, 2009, , 772-779.	1.3	5
15	Virtual Touch FlyStick and PrimBox: Two Case Studies of Mixed Reality for Teaching Geometry. Lecture Notes in Computer Science, 2015, , 309-320.	1.3	5
16	TOWARDS SMART & INCLUSIVE SOCIETY: BUILDING 3D IMMERSIVE MUSEUM BY CHILDREN WITH COGNITIVE DISABILITIES. EDULEARN Proceedings, 2016, , .	0.0	5
17	Special theme: ambient assisted living for mobility: safety, well-being and inclusion. Personal and Ubiquitous Computing, 2013, 17, 1061-1062.	2.8	4
18	Easing the Smart Home: Translating Human Hierarchies to Intelligent Environments. Lecture Notes in Computer Science, 2009, , 1098-1105.	1.3	4

#	Article	IF	Citations
19	Evaluation of a Usability Testing Guide for Mobile Applications Focused on People with Down Syndrome (USATESTDOWN). Lecture Notes in Computer Science, 2016, , 497-502.	1.3	3
20	A fuzzy logic approach for sensor validation in real time expert systems. Lecture Notes in Computer Science, 1993, , 330-337.	1.3	3
21	Designing virtual world educational applications. , 2016, , .		2
22	Examining the Usability of Touch Screen Gestures for Elderly People. Lecture Notes in Computer Science, 2016, , 419-429.	1.3	2
23	A Dynamic Spoken Dialogue Interface for Ambient Intelligence Interaction. International Journal of Ambient Computing and Intelligence, 2010, 2, 24-51.	1.1	2
24	Transmedia Storytelling for Social Integration of Children with Cognitive Disabilities. Smart Innovation, Systems and Technologies, 2016, , 463-471.	0.6	2
25	Distributed Schema-Based Middleware for Ambient Intelligence Environments. , 0, , 205-218.		2
26	eMadrid project: Authoring, reuse and remote labs. , 2016, , .		1
27	Living in Virtual and Real Worlds: A Didactic Experience. Proceedings (mdpi), 2019, 31, 83.	0.2	1
28	Establishment and Maintenance of a Knowledge Network by Means of Agents and Implicit Data. , 2009, , 155-166.		1
29	Exploitational Interaction. Lecture Notes in Computer Science, 2011, , 119-142.	1.3	1
30	Easing the Integration and Communication in Ambient Intelligence. International Journal of Ambient Computing and Intelligence, 2009, 1, 53-65.	1.1	0
31	Fair Trade Metaphor as a Control Privacy Method for Pervasive Environments: Concepts and Evaluation. Sensors, 2015, 15, 14207-14229.	3.8	0
32	Education for Inclusion Using Virtual Worlds. Advances in Educational Technologies and Instructional Design Book Series, 2013, , 122-146.	0.2	0
33	A Proposal for Using Virtual Worlds for the Integration. Lecture Notes in Computer Science, 2016, , 430-436.	1.3	0