Juan A MuÃ±oz-CristÃ³bal

List of Publications by Year
in descending order

16 papers	322 citations	10 h-index	16 g-index
17 all docs	17 docs citations	17 times ranked	364 citing authors

#	Article	IF	Citations
1	Analytics for learning design: A layered framework and tools. British Journal of Educational Technology, 2019, 50, 139-152.	6.3	61
2	Understanding student behavior and perceptions toward earning badges in a gamified MOOC. Universal Access in the Information Society, 2019, 18, 533-549.	3.0	21
3	Game of Blazons: Helping Teachers Conduct Learning Situations That Integrate Web Tools and Multiple Types of Augmented Reality. IEEE Transactions on Learning Technologies, 2018, 11, 506-519.	3.2	10
4	Learning Buckets: Helping Teachers Introduce Flexibility in the Management of Learning Artifacts Across Spaces. IEEE Transactions on Learning Technologies, 2018, 11, 203-215.	3.2	3
5	Monitoring for Awareness and Reflection in Ubiquitous Learning Environments. International Journal of Human-Computer Interaction, 2018, 34, 146-165.	4.8	23
6	4FAD: A framework for mapping the evolution of artefacts in the learning design process. Australasian Journal of Educational Technology, 2018, 34, .	3.5	12
7	Using virtual learning environments in bricolage mode for orchestrating learning situations across physical and virtual spaces. Computers and Education, 2017, 109, 233-252.	8.3	17
8	How Gamification Is Being Implemented in MOOCs? A Systematic Literature Review. Lecture Notes in Computer Science, 2017, , 441-447.	1.3	9
9	From Low-Scale to Collaborative, Gamified and Massive-Scale Courses: Redesigning a MOOC. Lecture Notes in Computer Science, 2017, , 77-87.	1.3	5
10	Automatic Group Formation in a MOOC Based on Students' Activity Criteria. Lecture Notes in Computer Science, 2017, , 179-193.	1.3	12
11	Supporting Teacher Orchestration in Ubiquitous Learning Environments: A Study in Primary Education. IEEE Transactions on Learning Technologies, 2015, 8, 83-97.	3.2	76
12	Supporting orchestration of CSCL scenarios in web-based Distributed Learning Environments. Computers and Education, 2014, 73, 9-25.	8.3	23
13	Deploying learning designs across physical and web spaces: Making pervasive learning affordable for teachers. Pervasive and Mobile Computing, 2014, 14, 31-46.	3.3	22
14	Enabling Teachers to Deploy CSCL Designs across Distributed Learning Environments. IEEE Transactions on Learning Technologies, 2013, 6, 324-336.	3.2	19
15	GLUEPS-AR: A System for the Orchestration of Learning Situations across Spaces Using Augmented Reality. Lecture Notes in Computer Science, 2013, , 565-568.	1.3	3
16	EL PRÁCTICUM EN EDUCACIÃ"N FÃSICA EN EL MEDIO NATURAL: CONECTANDO ESPACIOS FÃSICOS Y VIRTUALES. Movimento, 0, 25, e25017.	0.5	2