

Manuel Gertrudix Barrio

List of Publications by Year in descending order

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42
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256
citing authors

#	ARTICLE	IF	CITATIONS
1	Immersive Environments and Virtual Reality: Systematic Review and Advances in Communication, Interaction and Simulation. Multimodal Technologies and Interaction, 2017, 1, 21.	1.7	109
2	Citizen Science and Citizen Energy Communities: A Systematic Review and Potential Alliances for SDGs. Sustainability, 2020, 12, 10096.	1.6	45
3	MetodologÃa de producciÃn para el desarrollo de contenidos audiovisuales y multimedia para MOOC. RIED: Revista Iberoamericana De EducaciÃn A Distancia, 2017, 20, 183.	0.8	13
4	Consumption of public institutionsâ€™ open data by Spanish citizens. Profesional De La Informacion, 2016, 25, 535.	2.7	12
5	Naturaleza y caracterÃsticas de los servicios y los contenidos digitales abiertos. CIC Cuadernos De InformaciÃn Y ComunicaciÃn, 2011, 16, .	0.3	11
6	Realidad Virtual (HMD) e InteracciÃn desde la Perspectiva de la ConstrucciÃn Narrativa y la ComunicaciÃn: Propuesta TaxonÃmica. Icono14, 2016, 14, 1.	0.3	10
7	Design and Development of Digital Educational Content. , 2007, , 67-76.		9
8	El Mare Nostrum digital: Mito, ideologÃa y realidad de un imaginario sociotÃcnico. Icono14, 2009, 7, 7.	0.3	9
9	What is the maturity level of circular economy and bioenergy research addressed from education and communication? A systematic literature review and epistemological perspectives. Journal of Cleaner Production, 2021, 322, 129007.	4.6	7
10	Knowledge in Images and Sounds: Informative, Narrative and Aesthetic Analysis of the Video for MOOC. Publications, 2021, 9, 32.	1.9	5
11	Student activity and profile datasets from an online videoâ€based collaborative learning experience. British Journal of Educational Technology, 2015, 46, 993-998.	3.9	4
12	AnÃlisis sistemÃtico sobre el uso de la Realidad aumentada en EducaciÃn Infantil.. Edutec, 2021, , 53-73.	0.2	4
13	GestiÃn de la comunicaciÃn cientÃfica de los proyectos de investigaciÃn en H2020. Funciones, modelos y estrategias. Profesional De La Informacion, 0, , .	2.7	4
14	Open Data en aplicaciones mÃviles: nuevos modelos para la informaciÃn de servicio. Fonseca Journal of Communication, 2016, 12, 117.	0.2	4
15	Herramientas y recursos para la creaciÃn â€y consumo musical en la web 2.0. Aplicaciones y potencialidades educativas. EducaciÃn XXI, 2014, 17, .	0.3	3
16	ComunicaciÃn cientÃfica en el espacio digital. Acciones de difusiÃn de proyectos de investigaciÃn del programa H2020. Profesional De La Informacion, 0, , .	2.7	3
17	A Methodological Assessment Based on a Systematic Review of Circular Economy and Bioenergy Addressed by Education and Communication. Sustainability, 2021, 13, 4273.	1.6	2
18	Digital Culture and Digital Media as Heritage: Innovative Approaches in Interaction with Information and Scientific Communication in the Era of Massive Data and Immersive Interactive Technologies. New Contexts in International Relationships. The Latin American Studies Book Series, 2021, , 101-113.	0.1	2

#	ARTICLE	IF	CITATIONS
19	Convergencia multimedia y educaci3n. Aplicaciones y estrategias de colaboraci3n en la Red. Icono14, 2006, 4, 125.	0.3	2
20	Datos abiertos y educaci3n: formaci3n de docentes en la sociedad digital. P3ginas De Educaci3n, 2020, 13, 01-20.	0.4	2
21	Responses to digital disinformation as part of hybrid threats: a systematic review on the effects of disinformation and the effectiveness of fact-checking/debunking. Open Research Europe, 0, 2, 8.	2.0	2
22	â€œEl lenguaje sonoro en los relatos digitales interactivosâ€: CIC Cuadernos De Informaci3n Y Comunicaci3n, 2017, 22, .	0.3	1
23	Comunicaci3n digital basada en datos abiertos y la Agenda 2030 en Latinoam3rica: nuevas oportunidades. Comunicacion Y Sociedad (Mexico), 0, , 1-20.	0.2	1
24	Nativos digitales. Presentaci3n.. Icono14, 2009, 7, 1.	0.3	1
25	ChronoLeap: The Great Worldâ€™s Fair Adventure. Lecture Notes in Computer Science, 2013, , 426-435.	1.0	1
26	ANALYSIS OF MUSICAL LEARNING EXPERIENCES THROUGH THE USE OF DIGITAL APPLICATIONS OF STUDENTS IN THE DEGREE IN EARLY CHILDHOOD EDUCATION. INTED Proceedings, 2016, , .	0.0	1
27	Improvement to the Usability of Hybrid Courses in Degree Programs at URJC Online. Advances in Intelligent Systems and Computing, 2017, , 383-391.	0.5	1
28	Evaluaci3n de una intervenci3n educativa para la alfabetizaci3n en datos mediante el uso del m3todo cient3fico y el aprendizaje situado. Mediterranean Journal of Communication, 2019, 10, 213.	0.3	1
29	The Virtuality Continuum and Storytelling: Simulation, Interactivity, User Experience and Interaction Design in Virtual and Mixed Environments. A STEAM Based Approach. Advances in Intelligent Systems and Computing, 2018, , 345-353.	0.5	0
30	Escuchar, mirar, crear. Apuntes sobre la creatividad musical en el medio cinematogr3fico.. Icono14, 2003, 1, 80.	0.3	0
31	Los portales educativos como fuente de recursos materiales. Icono14, 2006, 4, 107.	0.3	0
32	El ic3fono musical como portador publicitario. Icono14, 2003, 1, 104.	0.3	0
33	BENEFITS OF THE ADAPTATION OF INTERACTIVE EDUCATIONAL MATERIALS IN THE TEACHING-LEARNING PROCESS FOR DISTANCE STUDENTS. , 2016, , .		0
34	VIRTUALITY CONTINUUM IN COMMUNICATION AND EDUCATION: USER EXPERIENCE AND INTERACTION DESIGN IN SIMULATION AND INTERACTIVITY APPROACHES IN REAL AND VIRTUAL ENVIRONMENTS. EDULEARN Proceedings, 2016, , .	0.0	0
35	Docere, delectare et movere. Visi3n del docente y prisma del discente en el dise±o e implementaci3n de microsites con contenidos art3sticos musicales. Foro De Educacion, 2017, 15, .	0.0	0
36	El cine como metodolog3a did3ctica. An3lisis sistem3tico de la literatura para un aprendizaje basado en el cine (ABC). Contratexto, 2020, , 225-253.	0.1	0