

Francisco J Gallego-Durán

List of Publications by Year in descending order

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Version: 2024-02-01

21
papers

187
citations

1307594

7
h-index

1125743

13
g-index

23
all docs

23
docs citations

23
times ranked

186
citing authors

#	ARTICLE	IF	CITATIONS
1	Gamification of the Learning Process: Lessons Learned. Revista Iberoamericana De Tecnologías Del Aprendizaje, 2016, 11, 227-234.	0.9	54
2	Improving the expressiveness of black-box models for predicting student performance. Computers in Human Behavior, 2017, 72, 621-631.	8.5	35
3	A Guide for Game-Design-Based Gamification. Informatics, 2019, 6, 49.	3.9	17
4	Predicting academic performance from behavioural and learning data. International Journal of Design and Nature and Ecodynamics, 2016, 11, 239-249.	0.5	17
5	Measuring the difficulty of activities for adaptive learning. Universal Access in the Information Society, 2018, 17, 335-348.	3.0	15
6	A guide for making video games accessible to users with cerebral palsy. Universal Access in the Information Society, 2019, 18, 565-581.	3.0	11
7	Towards an Iterative Design for Serious Games. Sustainability, 2021, 13, 3290.	3.2	10
8	An Approach to Measuring the Difficulty of Learning Activities. Lecture Notes in Computer Science, 2016, , 417-428.	1.3	7
9	PLMan: Towards a Gamified Learning System. Lecture Notes in Computer Science, 2016, , 82-93.	1.3	7
10	Time-Dependent Performance Prediction System for Early Insight in Learning Trends. International Journal of Interactive Multimedia and Artificial Intelligence, 2020, 6, 13.	1.3	7
11	Technological Ecosystem Maps for IT Governance. Advances in Knowledge Acquisition, Transfer and Management Book Series, 2017, , 50-80.	0.2	2
12	Subliminal Learning. What Do Games Teach Us?. Lecture Notes in Computer Science, 2017, , 487-501.	1.3	1
13	Enchanted Talk. , 2018, , .		1
14	Experiments on Neuroevolution and Online Weight Adaptation in Complex Environments. Lecture Notes in Computer Science, 2013, , 131-138.	1.3	1
15	Boosting the Learning Process with Progressive Performance Prediction. Lecture Notes in Computer Science, 2015, , 638-641.	1.3	1
16	A Computer-Games-Based AI Research Environment. , 2006, , .		0
17	Boosting human-level AI with videogames: Mad University. Kybernetes, 2007, 36, 517-530.	2.2	0
18	A low-level approach to improve programming learning. Universal Access in the Information Society, 2021, 20, 479-493.	3.0	0

#	ARTICLE	IF	CITATIONS
19	Applying Neuroevolution to Estimate the Difficulty of Learning Activities. Lecture Notes in Computer Science, 2015, , 82-91.	1.3	0
20	Mixing Greedy and Evolutive Approaches to Improve Pursuit Strategies. Lecture Notes in Computer Science, 2008, , 203-212.	1.3	0
21	Smartly Learning through step decomposition, automation and Gamification. , 2020, , .		0