

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	A low-level approach to improve programming learning. <i>Universal Access in the Information Society</i> , 2021, 20, 479-493.	3.0	0
2	Towards an Iterative Design for Serious Games. <i>Sustainability</i> , 2021, 13, 3290.	3.2	10
3	Time-Dependent Performance Prediction System for Early Insight in Learning Trends. <i>International Journal of Interactive Multimedia and Artificial Intelligence</i> , 2020, 6, 13.	1.3	7
4	Smartly Learning through step decomposition, automation and Gamification. , 2020, , .		0
5	A guide for making video games accessible to users with cerebral palsy. <i>Universal Access in the Information Society</i> , 2019, 18, 565-581.	3.0	11
6	A Guide for Game-Design-Based Gamification. <i>Informatics</i> , 2019, 6, 49.	3.9	17
7	Measuring the difficulty of activities for adaptive learning. <i>Universal Access in the Information Society</i> , 2018, 17, 335-348.	3.0	15
8	Enchanted Talk. , 2018, , .		1
9	Subliminal Learning. What Do Games Teach Us?. <i>Lecture Notes in Computer Science</i> , 2017, , 487-501.	1.3	1
10	Improving the expressiveness of black-box models for predicting student performance. <i>Computers in Human Behavior</i> , 2017, 72, 621-631.	8.5	35
11	Technological Ecosystem Maps for IT Governance. <i>Advances in Knowledge Acquisition, Transfer and Management Book Series</i> , 2017, , 50-80.	0.2	2
12	An Approach to Measuring the Difficulty of Learning Activities. <i>Lecture Notes in Computer Science</i> , 2016, , 417-428.	1.3	7
13	PLMan: Towards a Gamified Learning System. <i>Lecture Notes in Computer Science</i> , 2016, , 82-93.	1.3	7
14	Gamification of the Learning Process: Lessons Learned. <i>Revista Iberoamericana De Tecnologías Del Aprendizaje</i> , 2016, 11, 227-234.	0.9	54
15	Predicting academic performance from behavioural and learning data. <i>International Journal of Design and Nature and Ecodynamics</i> , 2016, 11, 239-249.	0.5	17
16	Applying Neuroevolution to Estimate the Difficulty of Learning Activities. <i>Lecture Notes in Computer Science</i> , 2015, , 82-91.	1.3	0
17	Boosting the Learning Process with Progressive Performance Prediction. <i>Lecture Notes in Computer Science</i> , 2015, , 638-641.	1.3	1
18	Experiments on Neuroevolution and Online Weight Adaptation in Complex Environments. <i>Lecture Notes in Computer Science</i> , 2013, , 131-138.	1.3	1

#	ARTICLE	IF	CITATIONS
19	Mixing Greedy and Evolutive Approaches to Improve Pursuit Strategies. Lecture Notes in Computer Science, 2008, , 203-212.	1.3	0
20	Boosting human-level AI with videogames: Mad University. Kybernetes, 2007, 36, 517-530.	2.2	0
21	A Computer-Games-Based AI Research Environment. , 2006, , .		0