

Rita Assoreira Almendra

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5656534/publications.pdf>

Version: 2024-02-01

18
papers

71
citations

2258059

3
h-index

1588992

8
g-index

20
all docs

20
docs citations

20
times ranked

58
citing authors

#	ARTICLE	IF	CITATIONS
1	Teaching and Learning Soft Skills in Design Education, Opportunities and Challenges: A Literature Review. Springer Series in Design and Innovation, 2022, , 261-272.	0.3	3
2	A Puzzling Confrontation: Overall Quality and Usefulness of PhD Design Research vs Master Design Research. Lecture Notes in Networks and Systems, 2021, , 109-115.	0.7	0
3	It Takes Two to Tango – Research and Education Cross Pollination at Design Higher Education. Springer Series in Design and Innovation, 2021, , 147-162.	0.3	0
4	Identidade cromática de um ambiente urbano em Natal-RN, Brasil / Chromatic identity of an urban environment in Natal-RN, Brazil. Brazilian Journal of Development, 2021, 7, 86108-86117.	0.1	0
5	What if? Strategies to Teaching Communication, Empathy and Teamworking for Design Students by Design Students. Lecture Notes in Networks and Systems, 2021, , 148-156.	0.7	1
6	Inclusion of Children with Down Syndrome Through the Creation and Use of a “Learning Object”. Advances in Intelligent Systems and Computing, 2020, , 292-300.	0.6	0
7	Managing Design and Ergonomics at the Macro Level – The Design Policies. Advances in Intelligent Systems and Computing, 2019, , 95-107.	0.6	1
8	“Sketching”™ the new designers - going wide, going deep and doing it together. Design Journal, 2017, 20, S1323-S1335.	0.8	1
9	The end of the “briefing” and “the client” in graphic design.. Design Journal, 2017, 20, S1405-S1414.	0.8	2
10	Materials & Manufacturing Methods selection in product design: Experiences in undergraduate programs. Design Journal, 2017, 20, S1185-S1196.	0.8	4
11	A visual tool for analysing teacher and student interactions in a design studio setting. CoDesign, 2016, 12, 112-131.	2.0	5
12	Inclusive Design for Children at the Master Education. Advances in Intelligent Systems and Computing, 2016, , 325-338.	0.6	1
13	BOOSTING INNOVATION AND GROWTH THROUGH THE USE OF DESIGN. Journal of Business Economics and Management, 2016, 17, 74-91.	2.4	0
14	The Application of Ergonomic Knowledge by Undergraduate Product Design Students: FAULisbon as a Case Study. Procedia Manufacturing, 2015, 3, 5851-5858.	1.9	0
15	Accessing decision-making in software design. Design Studies, 2010, 31, 641-662.	3.1	37
16	Decision making in the conceptual design phases: a comparative study. Journal of Design Research, 2009, 8, 1.	0.1	13
17	DESIGNING SERVICES IN PANDEMIC CONTEXT. , 0, , .		0
18	REFLECTING ON THE EMPLOYABILITY ADEQUACY OF COMPETENCIES TAUGHT IN DESIGN HIGH EDUCATION SYSTEM. , 0, , .		2