

# Silvia Baldiris

## List of Publications by Year in descending order

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Version: 2024-02-01

47  
papers

852  
citations

840728

11  
h-index

642715

23  
g-index

47  
all docs

47  
docs citations

47  
times ranked

597  
citing authors

| #  | ARTICLE  | IF  | CITATIONS |
|----|--|-----|-----------|
| 1  | Promoting eco-agritourism using an augmented reality-based educational resource: a case study of aquaponics. <i>Interactive Learning Environments</i> , 2022, 30, 1200-1214.   | 6.4 | 18        |
| 2  | Determinants of student performance with mobile-based assessment systems for English as a foreign language courses. <i>Journal of Computer Assisted Learning</i> , 2022, 38, 797-810.  | 5.1 | 2         |
| 3  | Semiautomatic Grading of Short Texts for Open Answers in Higher Education. <i>Communications in Computer and Information Science</i> , 2022, , 49-62.  | 0.5 | 0         |
| 4  | A Systematic Review of the Effects of Automatic Scoring and Automatic Feedback in Educational Settings. <i>IEEE Access</i> , 2021, 9, 108190-108198.   | 4.2 | 15        |
| 5  | Self-Regulated Learning in Massive Online Open Courses: A State-of-the-Art Review. <i>IEEE Access</i> , 2021, 9, 511-528.  | 4.2 | 15        |
| 6  | Evaluation of a learning analytics tool for supporting teachers in the creation and evaluation of accessible and quality open educational resources. <i>British Journal of Educational Technology</i> , 2020, 51, 1019-1038. | 6.3 | 13        |
| 7  | Heritage education experience supported in augmented reality. <i>Revista Facultad De IngenierÃa</i> , 2020, , 52-62.   | 0.5 | 2         |
| 8  | Augmented Reality in Educational Inclusion. A Systematic Review on the Last Decade. <i>Frontiers in Psychology</i> , 2019, 10, 1835.   | 2.1 | 85        |
| 9  | Systematic review and meta-analysis of augmented reality in educational settings. <i>Virtual Reality</i> , 2019, 23, 447-459.  | 6.1 | 275       |
| 10 | Implementation of the Framework to Heritage Education Supported in Augmented Reality. , 2019, , .  |     | 0         |
| 11 | Herramientas de autor que apoyan la creaciÃn de contenido web con propÃsito educativo en Colombia. <i>Virtu Lmente</i> , 2019, 7, .  | 0.1 | 0         |
| 12 | ARtour: Augmented Reality-Based Game to Promote Agritourism. <i>Lecture Notes in Computer Science</i> , 2018, , 413-422.   | 1.3 | 5         |
| 13 | Insights Into the Factors Influencing Student Motivation in Augmented Reality Learning Experiences in Vocational Education and Training. <i>Frontiers in Psychology</i> , 2018, 9, 1486.                                     | 2.1 | 45        |
| 14 | Augmented Reality Game-Based Learning: Enriching Studentsâ€™ Experience During Reading Comprehension Activities. <i>Journal of Educational Computing Research</i> , 2017, 55, 901-936.                                       | 5.5 | 89        |
| 15 | Augmented Reality Applications for Education: Five Directions for Future Research. <i>Lecture Notes in Computer Science</i> , 2017, , 402-414.   | 1.3 | 22        |
| 16 | ATCE. , 2017, , .  |     | 2         |
| 17 | Co-evaluation, to Scaffold the Creation of Open Educational Resources. <i>Lecture Notes in Computer Science</i> , 2017, , 168-176.   | 1.3 | 2         |
| 18 | aTenDerAH: A Videogame to Support e-Learning Students with ADHD. , 2017, , .   |     | 6         |

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|----|--|-----|-----------|
| 19 | A domain-independent data ADHD student model for computer-based educational systems. Data analysis in higher education. Journal of Ambient Intelligence and Smart Environments, 2017, 9, 625-639.  | 1.4 | 1         |
| 20 | CO-CREEMOS, A STRATEGY FOR ATTENTION TO DIVERSITY THROUGH THE ADOPTION OF OPEN EDUCATIONAL RESOURCES. INTED Proceedings, 2017, , .   | 0.0 | 0         |
| 21 | Co Design of Augmented Reality Game-Based Learning Games with Teachers Using Co-CreaARGBL Method. , 2016, , .  |     | 10        |
| 22 | Cocreation and Evaluation of Inclusive and Accessible Open Educational Resources: A Mapping Toward the IMS Caliper. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2016, 11, 167-176.      | 0.9 | 8         |
| 23 | The ALTER-NATIVA knowledge management approach. Journal of Intelligent Manufacturing, 2016, 27, 83-99.   | 7.3 | 2         |
| 24 | Supporting the Acquisition of Scientific Skills by the Use of Learning Analytics. Lecture Notes in Computer Science, 2016, , 281-293.  | 1.3 | 2         |
| 25 | Framework to Heritage Education Using Emerging Technologies. Procedia Computer Science, 2015, 75, 239-249.   | 2.0 | 31        |
| 26 | Mobile Augmented Reality in Vocational Education and Training. Procedia Computer Science, 2015, 75, 49-58.   | 2.0 | 96        |
| 27 | “Social Heritage” Augmented Reality Application to Heritage Education. Lecture Notes in Computer Science, 2015, , 17-24.   | 1.3 | 4         |
| 28 | An Architecture for Dynamic and Adaptive User Activity Planning Systems. , 2015, , .   |     | 2         |
| 29 | Using a videogame with augmented reality for an inclusive logical skills learning session. , 2014, , .   |     | 14        |
| 30 | Gremlings in My Mirror: An Inclusive AR-Enriched Videogame for Logical Math Skills Learning. , 2014, , .   |     | 8         |
| 31 | Learning Object Recommendations Based on Quality and Item Response Theory. , 2014, , .   |     | 5         |
| 32 | A Case-based Reasoning Approach to Validate Grammatical Gender and Number Agreement in Spanish language. International Journal of Interactive Multimedia and Artificial Intelligence, 2013, 2, 73. | 1.3 | 0         |
| 33 | Application of item response theory (IRT) for the generation of adaptive assessments in an introductory course on object-oriented programming. , 2012, , .   |     | 6         |
| 34 | Accessibility evaluation improvement using Case Based Reasoning. , 2012, , .   |     | 4         |
| 35 | Knowledge Representation in Support of Adaptable eLearning Services for All. Procedia Computer Science, 2012, 14, 391-402.   | 2.0 | 6         |
| 36 | Searching for and positioning of contextualized learning objects. International Review of Research in Open and Distance Learning, 2012, 13, 76.  | 1.8 | 7         |

| #  | ARTICLE   | IF  | CITATIONS |
|----|---|-----|-----------|
| 37 | A Case-Based Reasoning Approach to Support Teaching of Spanish as a Second Language in Indigenous Communities from Latin America. Lecture Notes in Computer Science, 2012, , 682-691. | 1.3 | 0         |
| 38 | SISTEMAS HETEROGÉNEOS ADAPTATIVOS BASADOS EN EL CONTEXTO. RIED: Revista Iberoamericana De Educación A Distancia, 2012, 13, .  | 1.5 | 1         |
| 39 | Web editing module for tagging metadata of the Fedora Commons repository learning objects under DRD and LOM standards. , 2011, , .  |     | 3         |
| 40 | Adapting Suitable Spaces in Learning Management Systems to Support Distance Learning in Adults with ADHD. , 2011, , .   |     | 5         |
| 41 | Dynamic User Modeling and Adaptation Based on Learning Styles for Supporting Semi-Automatic Generation of IMS Learning Design. , 2011, , .  |     | 13        |
| 42 | LORSE: Intelligent meta-searcher of learning objects over distributed educational repositories based on intelligent agents. , 2011, , .   |     | 5         |
| 43 | Conditional IMS Learning Design Generation Using User Modeling and Planning Techniques. , 2009, , .   |     | 4         |
| 44 | Designing context-aware adaptive units of learning based on IMS-LD standard. , 2009, , .  |     | 6         |
| 45 | Adaptive integral assessment package for the A2UN@ project. , 2009, , .   |     | 2         |
| 46 | Multidimensional Adaptations for Open Learning Management Systems. , 2008, , .  |     | 8         |
| 47 | Adaption of Courses and Learning Environment to the User Context in dotLRN. , 2008, , .   |     | 3         |