CÃ©sar Alberto Collazos

List of Publications by Year
in descending order

Source: https://exaly.com/author-pdf/5793598/publications.pdf

Version: 2024-02-01

235	1,382	567144	580701
papers	citations	15 h-index	25 g-index

248	248	248	1089
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Developing SMASH: A set of SMArtphone's uSability Heuristics. Computer Standards and Interfaces, 2016, 43, 40-52.	3.8	74
2	Estudio exploratorio en iberoamÃ©rica sobre procesos de enseÃ±anza-aprendizaje y propuesta de evaluaciÃ³n en tiempos de pandemia. Education in the Knowledge Society, 0, 21, 9.	2.0	68
3	Experimental validation of a set of cultural-oriented usability heuristics: e-Commerce websites evaluation. Computer Standards and Interfaces, 2017, 50, 160-178.	3.8	56
4	Selecting Computing Devices to Support Mobile Collaboration. Group Decision and Negotiation, 2006, 15, 243-271.	2.0	41
5	An Approach Based on Social Network Analysis Applied to a Collaborative Learning Experience. IEEE Transactions on Learning Technologies, 2016, 9, 190-195.	2.2	37
6	Digital transformation to support literacy teaching to deaf Children: From storytelling to digital interactive storytelling. Telematics and Informatics, 2019, 38, 87-99.	3.5	36
7	Descriptive theory of awareness for groupware development. Journal of Ambient Intelligence and Humanized Computing, 2019, 10, 4789-4818.	3.3	31
8	Toward a methodology for serious games design for children with auditory impairments. IEEE Latin America Transactions, 2016, 14, 2511-2521.	1.2	29
9	Designing Online Platforms Supporting Emotions and Awareness. Electronics (Switzerland), 2021, 10, 251.	1.8	29
10	An ontological conceptualization approach for awareness in domain-independent collaborative modeling systems: Application to a model-driven development method. Expert Systems With Applications, 2011, 38, 1099-1118.	4.4	28
11	All-Learning: The state of the art of the models and the methodologies educational with ICT. Telematics and Informatics, 2018, 35, 944-953.	3.5	26
12	Evaluating Collaborative Learning Processes. Lecture Notes in Computer Science, 2002, , 203-221.	1.0	24
13	A method for evaluating computer-supported collaborative learning processes. International Journal of Computer Applications in Technology, 2004, 19, 151.	0.3	23
14	Collaborative Scenarios to Promote Positive Interdependence among Group Members. Lecture Notes in Computer Science, 2003, , 356-370.	1.0	23
15	Model for Analysis of Serious Games for Literacy in Deaf Children from a User Experience Approach. , 2015, , .		21
16	Computer Supported Collaborative MOOCs. , 2014, , .		17
17	Training with Phonak. , 2015, , .		17
18	Evaluating interactive digital television applications through usability heuristics. Ingeniare, 2013, 21, 16-29.	0.1	17

#	Article	IF	Citations
19	Semantics-supported cooperative learning for enhanced awareness. International Journal of Knowledge and Learning, 2007, 3, 421.	0.1	16
20	Designing and Evaluating Interactive Television from a Usability Perspective. , 2009, , .		15
21	Applying gamification in the context of knowledge management. , 2015, , .		15
22	ECLECTIC as a learning ecosystem for higher education disruption. Universal Access in the Information Society, 2019, 18, 615-631.	2.1	15
23	A mobile learning tool for improving grammar skills. Procedia, Social and Behavioral Sciences, 2010, 2, 1735-1739.	0.5	14
24	Using pervasive games as learning tools in educational contexts: a systematic review. International Journal of Learning Technology, 2018, 13, 93.	0.2	14
25	Homogeneous Group Formation in Collaborative Learning Scenarios: An Approach Based on Personality Traits and Genetic Algorithms. IEEE Transactions on Learning Technologies, 2021, 14, 486-499.	2.2	14
26	Developing Usability Heuristics: A Formal or Informal Process?. IEEE Latin America Transactions, 2016, 14, 3400-3409.	1.2	13
27	A Systematic Review of Geolocated Pervasive Games: A Perspective from Game Development Methodologies, Software Metrics and Linked Open Data. Lecture Notes in Computer Science, 2017, , 335-346.	1.0	13
28	Modelo Colaborativo y Ubicuo para apoyar los procesos de enseÃ±anza-aprendizaje a nivel Iberoamericano. Revista De Educacion A Distancia, 2015, , .	0.5	12
29	Using Cross-cultural Features in Web Design Patterns. , 2011, , .		11
30	Combinations of Methods for Collaborative Evaluation of the Usability of Interactive Software Systems. Advances in Human-Computer Interaction, 2016, 2016, 1-16.	1.8	11
31	Towards a methodology for user experience assessment of serious games with children with cochlear implants. Telematics and Informatics, 2018, 35, 993-1004.	3.5	11
32	Scoping Review of Systems to Train Psychomotor Skills in Hearing Impaired Children. Sensors, 2018, 18, 2546.	2.1	11
33	DesafÃo en el diseÃ±o de MOOCs: incorporaciÃ³n de aspectos para la colaboraciÃ³n y la gamificaciÃ³n. Revista De Educacion A Distancia, 2015, , .	0.5	11
34	Teaching Software Engineering from a Collaborative Perspective: Some Latin-American Experiences. , 2010, , .		10
35	Interacting with danger in an immersive environment. , 2013, , .		10
36	Human-Computer Interaction in Ibero-America: Academic, Research, and Professional Issues. IT Professional, 2016, 18, 8-11.	1.4	10

#	Article	IF	Citations
37	Smart University: a vision of technology adoption. Revista Colombiana De Computacion, 2021, 22, 44-55.	0.6	10
38	Agile Software Development Process Applied to the Serious Games Development for Children from 7 to 10 Years Old. International Journal of Information Technologies and Systems Approach, 2015, 8, 64-79.	0.8	9
39	User Recommender System Based on Knowledge, Availability, and Reputation From Interactions in Forums. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2016, 11, 18-22.	0.7	9
40	Collaborative learning as educational strategy for deaf children. , 2017, , .		9
41	A Formal Protocol to Conduct Usability Heuristic Evaluations in the Context of the Software Development Process. International Journal of Engineering and Technology(UAE), 2018, 7, 10.	0.2	9
42	Design guidelines to foster cooperation in digital environments. Technology, Pedagogy and Education, 2014, 23, 375-396.	3.3	8
43	A Set of Usability Heuristics and Design Recommendations for u-Learning Applications. Advances in Intelligent Systems and Computing, 2016, , 983-993.	0.5	8
44	iProg. , 2017, , .		8
45	PLAGER-VG: platform for managing educational multiplayer video games. Multimedia Tools and Applications, 2018, 77, 2115-2152.	2.6	8
46	DesignABILITY. , 2019, , .		8
47	Proposing Formal Notation for Modeling Collaborative Processes Extending HAMSTERS Notation. Advances in Intelligent Systems and Computing, 2014, , 257-266.	0.5	8
48	Empirical and Heuristic-Based Evaluation of Collaborative Modeling Systems: An Evaluation Framework. Group Decision and Negotiation, 2011, 20, 535-562.	2.0	7
49	Latin American Smart University: Key Factors for a User-Centered Smart Technology Adoption Model. Advances in Sustainability Science and Technology, 2021, , 161-173.	0.4	7
50	Model Based on Learning Needs of Children with Auditory Impairment. Lecture Notes in Computer Science, 2016, , 324-334.	1.0	7
51	Extending the Concept of User Satisfaction in E-Learning Systems from ISO/IEC 25010. Lecture Notes in Computer Science, 2017, , 167-179.	1.0	7
52	Mobile Support for Collaborative Work. Lecture Notes in Computer Science, 2004, , 363-375.	1.0	7
53	The use of e-learning platforms in a lockdown scenario â€“ A study in Latin American countries. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2021, , 1-1.	0.7	7
54	A Survey of Human-Computer Interaction into the Computer Science Curricula in Iberoamerica. , 2011, , .		6

#	Article	IF	Citations
55	Measuring the collaboration degree in immersive 3D collaborative virtual environments. , 2014, , .		6
56	Principles of Design for Serious Games to Teaching of Literacy for Children with Hearing Disabilities. , 2016, , .		6
57	A Set of Heuristics for Usable Security and User Authentication. , 2016, , .		6
58	GeoPGD. , 2018, , .		6
59	Designing Internet of Tangible Things for Children with Hearing Impairment. Information (Switzerland), 2020, 11, 70.	1.7	6
60	Discovery Model Based on Analogies for Teaching Computer Programming. Mathematics, 2021, 9, 1354.	1.1	6
61	SSP: A Simple Software Process for Small-Size Software Development Projects. , 2006, , 94-107.		6
62	Validating the Shared Understanding Construction in Computer Supported Collaborative Work in a Problem-Solving Activity. Advances in Intelligent Systems and Computing, 2020, , 203-214.	0.5	6
63	Usability Heuristics: Reinventing the Wheel?. Lecture Notes in Computer Science, 2016, , 59-70.	1.0	6
64	Improving the Use of Strategies in Computer-Supported Collaborative Processes. Lecture Notes in Computer Science, 2003, , 247-260.	1.0	6
65	CODILA: A Collaborative and Distributed Learning Activity applied to software engineering courses in Latin American Universities. , 2010, , .		5
66	Addressing computer-supported collaborative learning in the classroom: Experiences in engineering education. Procedia, Social and Behavioral Sciences, 2010, 2, 2685-2688.	0.5	5
67	ChildProgramming process: A software development model for kids. , 2013, , .		5
68	Model-driven development of interactive groupware systems: Integration into the software development process. Science of Computer Programming, 2014, 89, 320-349.	1.5	5
69	Towards an Integration of Usability and Security for User Authentication. , 2015, , .		5
70	Human-Computer Interaction in Colombia: Bridging the Gap between Education and Industry. IT Professional, 2015, 17, 5-9.	1.4	5
71	Assessing User Experience for Serious Games in Auditory-Verbal Therapy for Children with Cochlear Implant. Advances in Intelligent Systems and Computing, 2017, , 861-871.	0.5	5
72	Towards the Design of Interactive Storytelling to Support Literacy Teaching for Deaf Children. Human-computer Interaction Series, 2017, , 115-126.	0.4	5

#	Article	IF	Citations
73	Applying the information search process model to analyze aspects in the design of serious games for children with hearing impairment. Universal Access in the Information Society, 2018, 17, 83-95.	2.1	5
74	Designing Interactive Experiences for Children with Cochlear Implant. Sensors, 2018, 18, 2154.	2.1	5
75	The Gamification in the Design of Computational Applications to Support the Autism Treatments: An Advance in the State of the Art. Advances in Intelligent Systems and Computing, 2019, , 195-205.	0.5	5
76	APRehab: a methodology for serious games design oriented to psychomotor rehabilitation in children with hearing impairments. Universal Access in the Information Society, 2021, 20, 255-264.	2.1	5
77	Higher Education Teachers Training (HET2) Model: Active Learning in Higher Education Environment. Advances in Intelligent Systems and Computing, 2021, , 103-112.	0.5	5
78	A year of HCI webinars in Latin America. Interactions, 2020, 27, 62-65.	0.8	5
79	Collaboration for Learning Language Skills. Lecture Notes in Computer Science, 2005, , 284-291.	1.0	5
80	Software Tool to Support the Improvement of the Collaborative Learning Process. Communications in Computer and Information Science, 2017, , 442-454.	0.4	5
81	Distributed elicitation of software requirements: An experimental case from Argentina and Colombia. , 2013, , .		4
82	Evolution of the Computing Curricula for Computer Science in Latin America 2013. , 2013, , .		4
83	Activity Taxonomy. , 2014, , .		4
84	Incorporation of HCI: Classification of activity modeling. , 2014, , .		4
85	The Thin Red Line Between Usability and User Experiences. , 2015, , .		4
86	Adaptation Model Content Based in Cultural Profile into Learning Environment. IEEE Latin America Transactions, 2015, 13, 490-495.	1.2	4
87	Gender differences in Computing Programs. , 2016, , .		4
88	A Systematic Mapping Review of All-Learning Model of Integration of Educational Methodologies in the ICT. Advances in Intelligent Systems and Computing, 2017, , 897-907.	0.5	4
89	Design process for usable security and authentication using a user-centered approach. , 2017, , .		4
90	Applying a process for the shared understanding construction in computer-supported collaborative work: an experiment. Computational and Mathematical Organization Theory, 2022, 28, 247-270.	1.5	4

#	Article	IF	Citations
91	A Technique for Conflict Detection in Collaborative Learning Environment by Using Text Sentiment. Lecture Notes in Computer Science, 2020, , 39-50.	1.0	4
92	An Integration of Usable Security and User Authentication into the ISO 9241-210 and ISO/IEC 25010:2011. Lecture Notes in Computer Science, 2016, , 65-76.	1.0	4
93	Distributed Shared Contexts. Lecture Notes in Computer Science, 2004, , 27-36.	1.0	4
94	Modelling Shared Knowledge and Shared Knowledge Awareness in CSCL Scenarios Through Automated Argumentation Systems. Lecture Notes in Computer Science, 2007, , 207-222.	1.0	4
95	Visualizing Shared-Knowledge Awareness in Collaborative Learning Processes. Lecture Notes in Computer Science, 2007, , 56-71.	1.0	4
96	Consideraciones en los procesos de enseÃ±anza-aprendizaje para un primer curso de programaciÃ³n de computadores: una revisiÃ³n sistemÃ¡tica de la literatura. Tecno LÃ³gicas, 0, 22, 83-117.	0.1	4
97	Adapting a Virtual Assistant Device to Support the Interaction with Elderly People. , 2020, , .		4
98	RUEDA DE EMOCIONES DE GINEBRA+: INSTRUMENTO PARA LA VALORACIÃ“N EMOCIONAL DE LOS USUARIOS MIENTRAS PARTICIPAN EN UNA EVALUACIÃ“N DE SISTEMAS INTERACTIVOS. Dyna (Spain), 2016, 91, 151-155.	0.1	4
99	MediciÃ³n de la usabilidad del diseÃ±o de interfaz de usuario con el mÃ©todo de evaluaciÃ³n heurÃstica: dos casos de estudio. Revista Colombiana De Computacion, 2019, 20, 23-40.	0.6	4
100	Smart University: Key Factors for a Cloud Computing Adoption Model. Lecture Notes in Networks and Systems, 2022, , 85-93.	0.5	4
101	Classification of CSCW proposals based on a taxonomy. , 2009, , .		3
102	Collaborative framework for the management of knowledge, an approach from gamification techniques. , 2014, , .		3
103	Method for Incorporating Awareness Mechanisms in Driving Simulation Environments. IEEE Latin America Transactions, 2014, 12, 36-41.	1.2	3
104	Review of systems to train psychomotor skills in hearing impaired children. , 2016, , .		3
105	Designing Collaborative Strategies Supporting Literacy Skills in Children with Cochlear Implants Using Serious Games. Advances in Intelligent Systems and Computing, 2018, , 1317-1326.	0.5	3
106	A Strategy Based on Genetic Algorithms for Forming Optimal Collaborative Learning Groups: An Empirical Study. Electronics (Switzerland), 2021, 10, 463.	1.8	3
107	Reference Framework for Measuring the Level of Technological Acceptance by the Elderly: A Case Study of Virtual Assistants. Tecno LÃ³gicas, 2021, 24, e1791.	0.1	3
108	CIAT, A Model-Based Tool for Designing Groupware User Interfaces Using CIAM. , 2009, , 201-212.		3

#	Article	IF	Citations
109	What Happens When Evaluating Social Mediaâ€™s Usability?. Lecture Notes in Computer Science, 2017, , 117-126.	1.0	3
110	Validation of a Usability Evaluation Protocol based on the Heuristic Inspection Method: An Experimental Case Study in the Web Domain. , 2016, , .		3
111	Evaluating interactive systems from an emotional perspective. Guillermo De Ockham, 2014, 12, 43.	0.2	3
112	Comparative Study of Tools for Collaborative Task Modelling: An Empirical and Heuristic-Based Evaluation. Lecture Notes in Computer Science, 2008, , 340-355.	1.0	3
113	CatÃ¡logo de lineamientos metodolÃ³gicos para apoyar el proceso de aprendizaje colaborativo. Education in the Knowledge Society, 0, 21, 16.	2.0	3
114	Integrating Groupware Notations with UML. Lecture Notes in Computer Science, 2008, , 142-149.	1.0	3
115	CodES: herramienta de visualizaciÃ³n para desarrollo de pensamiento algorÃtmico. , 2022, 11, 21.		3
116	Reusing Groupware Applications. Lecture Notes in Computer Science, 2004, , 262-270.	1.0	2
117	CSCW Systems in Virtual Environments: A General Development Framework. , 2012, , .		2
118	Software process implementation method with eclipse process framework composer: MPiu+a case. , 2013, , .		2
119	Awareness of other: Evaluating the impact of proximity cues in collaborative tasks. , 2013, , .		2
120	Emo+Eval. , 2013, , .		2
121	Evaluation of the collaboration process from an individual and collaborative perspective. , 2014, , .		2
122	Visualization Model for Learning of Pronunciation with an Approach from Human Computer Interaction. , 2014, , .		2
123	ECUSI. , 2015, , .		2
124	Does vibrotactile intercommunication increase collaboration?. , 2015, , .		2
125	DescripciÃ³n formal de mecanismos para evaluar, monitorear y mejorar el proceso de aprendizaje colaborativo en su etapa de Proceso. , 2016, , .		2
126	A Learning Object Recommendation Model with User Mood Characteristics. Communications in Computer and Information Science, 2016, , 39-48.	0.4	2

#	Article	IF	Citations
127	Developing Usability Heuristics for Grid Computing Applications: Lessons Learned. Advances in Intelligent Systems and Computing, 2016, , 485-495.	0.5	2
128	A Visualization and Humanâ€“Computer Interaction Proposal in the Context of Pronunciation Information. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2016, 11, 12-17.	0.7	2
129	Designing Game Strategies: An Analysis from Knowledge Management in Software Development Contexts. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2017, , 64-73.	0.2	2
130	Tools and Methods Applied in Interactive Systems to Evaluate the User Experience With Deaf/Hard of Hearing Children. , 2017, , .		2
131	Validation of methodological proposal for serious games design oriented to psychomotor rehabilitation in children with hearing impairment. , 2018, , .		2
132	A Collaborative Method for Scoping Software Product Lines: A Case Study in a Small Software Company. Applied Sciences (Switzerland), 2021, 11, 6820.	1.3	2
133	Automatic Group Organization for Collaborative Learning Applying Genetic Algorithm Techniques and the Big Five Model. Mathematics, 2021, 9, 1578.	1.1	2
134	A cognitive model of user interaction as a guideline for designing novel interfaces. , 2006, , 62-76.		2
135	ChildProgramming Evolution, A Method to Increase the Computational Thinking Skills in School. Communications in Computer and Information Science, 2019, , 57-69.	0.4	2
136	Effectiveness and Fun Metrics in a Pervasive Game Experience: A Systematic Literature Review. Advances in Intelligent Systems and Computing, 2019, , 184-194.	0.5	2
137	Self-reported Methods for User Satisfaction Evaluation: A Bibliometric Analysis. Communications in Computer and Information Science, 2019, , 314-331.	0.4	2
138	Formalizing the Process of Usability Heuristics Development. Advances in Intelligent Systems and Computing, 2016, , 1279-1282.	0.5	2
139	Interactive Systems Design Oriented to Children with Special Needs. Human-computer Interaction Series, 2017, , 73-89.	0.4	2
140	Propuesta de ValoraciÃ³n del Comportamiento Como Complemento a la EvaluaciÃ³n Emocional de los Usuarios Mientras InteractÃºan con Sitios Web. Publicaciones E InvestigaciÃ³n, 2014, 8, 185.	0.1	2
141	DiseÃ±o colaborativo basado en ThinkLets como apoyo a la enseÃ±anza de la ProgramaciÃ³n. Revista Colombiana De Computacion, 2020, 21, 22-33.	0.6	2
142	EvaluaciÃ³n de la televisiÃ³n interactiva desde una perspectiva de usabilidad: Caso prÃ¡ctico. Ciencia E IngenierÃa Neogranadina, 2009, 19, 99-106.	0.1	2
143	Structure of a Guide for Usability Evaluation in Virtual Learning Environments. Communications in Computer and Information Science, 2019, , 356-368.	0.4	2
144	Serious Games for Learning: A Quantitative Review of Literature. Lecture Notes in Computer Science, 2020, , 164-174.	1.0	2

#	Article	IF	Citations
145	Emotions for Virtual Learning Environments. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2021, 16, 215-224.	0.7	2
146	Educational methodologies for deaf children supported by mobile technology and extended reality: a systematic analysis of literature. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2021, , 1-1.	0.7	2
147	Learning about Programming and Epistemic Emotions: A Gendered Analysis. Revista Facultad De IngenierÃa, 2019, 29, e12034.	0.0	2
148	TPS2 Approach Applied to Requirements Engineering Curriculum Course. Lecture Notes in Computer Science, 2022, , 461-477.	1.0	2
149	Multicultural aspects in HCI-curricula. Procedia, Social and Behavioral Sciences, 2010, 2, 1584-1587.	0.5	1
150	Evaluating the Usability of Interactive Digital Television Applications. , 2013, , .		1
151	Methodological framework for design and evaluation of interactive systems from a multicultural and emotional perspective. , 2013, , .		1
152	HCI Incorporation. , 2014, , .		1
153	Using Wikis as collaborative strategy to support software requirements elicitation. , 2014, , .		1
154	User Recommender based on information from forums. , 2014, , .		1
155	Proposal to evaluate the satisfaction of use in Virtual Learning Environments. , 2014, , .		1
156	A Model for Collaborative Content Production in Digital Literacy Context. , 2014, , .		1
157	Adaptation Model Content Based in Cultural Profile into Learning Environment. , 2014, , .		1
158	Analyzing and Evaluating Collaborative Processes using Case Studies in the Software Development Context. , 2014, , .		1
159	A Visual Query Language for Data Graphs. , 2015, , .		1
160	E-commerce Concerns -- Latin American Factors in Transactional Websites. , 2015, , .		1
161	ECUSI: Herramienta software para la evaluación colaborativa de la usabilidad de sistemas interactivos. , 2015, , .		1
162	Design of a set serious mini-games as support in cognitive rehabilitation for children with auditory impairment. , 2016, , .		1

#	Article	IF	Citations
163	Usability Evaluation Trends in Ibero-American Countries. IT Professional, 2017, 19, 61-64.	1.4	1
164	Academic emotions in women who learn to program. , 2018, , .		1
165	Effects of Extrinsic Feedback in Virtual Rehabilitation for Children with Cerebral Palsy: A Comprehensive Systematic Review. Communications in Computer and Information Science, 2019, , 1-13.	0.4	1
166	Modeling Interactive Systems at the Business Level: Inter-Action Diagram. IEEE Latin America Transactions, 2019, 17, 462-472.	1.2	1
167	Analyzing effectiveness and fun through metrics applied to pervasive gaming experiences. Universal Access in the Information Society, 2021, 20, 545-554.	2.1	1
168	Modelo para la escritura de artÃculos cientÃficos a distancia mediante tareas colaborativas. Tecno LÃ³gicas, 2021, 24, e1701.	0.1	1
169	Heuristictool, herramienta para el apoyo de evaluaciones heurÃsticas a sistemas interactivos por medio de ontologÃas. Revista De InvestigaciÃ³n, Desarrollo E InnovaciÃ³n, 2021, 11, 401-412.	1.2	1
170	The Human Computer Interaction in the Curricula of Mexican Higher Education Institutions. Scientia Et Technica, 2021, 26, 209-218.	0.1	1
171	Iguales en las diferencias: iniciativas de investigaciÃ³n transnacionales sobre InformÃ¡tica Educativa en LatinoamÃ©rica en el periodo 2010-2020. Revista Brasileira De Informâ˚šÂºtica Na Educaâ˚šÃŸâ˚šÂ£o, 0, 29, 1060-1090.	0.1	1
172	ESTIMATING THE USE OF GAMIFICATION IN COLLABORATIVE MOOCS, A METHODOLOGICAL PROPOSAL. , 2016, , .		1
173	Collaborative strategies supporting knowledge management in organizations. Revista Colombiana De Computacion, 2020, 21, 6-12.	0.6	1
174	Guidelines and Usability Principles to Design and Test Shared-Knowledge Awareness for a CSCL Interface. Lecture Notes in Computer Science, 2006, , 102-117.	1.0	1
175	Guidelines to Develop Emotional Awareness Devices from a Cultural-Perspective: A Latin American Example. Lecture Notes in Computer Science, 2007, , 314-323.	1.0	1
176	Integrating Emotions and Knowledge in Aesthetics Designs Using Cultural Profiles. Lecture Notes in Computer Science, 2007, , 344-353.	1.0	1
177	Visual design for a game that supports in teaching of literacy for children with cochlear implant from an interaction approach. , 2016, , .		1
178	Augmentative and Alternative Communication in the Literacy Teaching for Deaf Children. Lecture Notes in Computer Science, 2017, , 123-133.	1.0	1
179	Towards a Framework Definition to Increase Collaboration and Achieve Group Cognition. Lecture Notes in Computer Science, 2018, , 337-349.	1.0	1
180	Methodologies and Trends in Multimedia Systems: A Systematic Literature Review. Lecture Notes in Computer Science, 2019, , 109-127.	1.0	1

#	Article	IF	Citations
181	Internet of things in designing tangible interfaces for children with special needs. , 2019, , .		1
182	Towards a Process Definition for the Shared Understanding Construction in Computer-Supported Collaborative Work. Communications in Computer and Information Science, 2020, , 263-274.	0.4	1
183	Heuristic Evaluation for the Assessment of Inclusive Tools in the Autism Treatment. Lecture Notes in Computer Science, 2020, , 34-51.	1.0	1
184	Reference Framework for Measuring the Level of Technological Acceptance by the Elderly: A Virtual Assistants Case Study. Communications in Computer and Information Science, 2020, , 203-212.	0.4	1
185	The Use of HCI Approaches into Distributed CSCL Activities Applied to Software Engineering Courses. , 0, , 209-226.		1
186	Desktop Application for Water Quality Prediction and Monitoring System Using ISO 9241-210 and Machine Learning Techniques. Communications in Computer and Information Science, 2021, , 44-57.	0.4	1
187	Una Propuesta para el Desarrollo de Pensamiento Computacional en NiÃ±os y JÃ³venes. Revista Iberoamericana De TecnologÃa En EducaciÃ³n Y EducaciÃ³n En TecnologÃa, 2021, , e2.	0.1	1
188	An Exploratory Study on the Validation of THUNDERS: A Process to Achieve Shared Understanding in Problem-Solving Activities. Informatics, 2022, 9, 39.	2.4	1
189	User Interface Design Patterns for Infotainment Systems Based on Driver Distraction: A Colombian Case Study. Sustainability, 2022, 14, 8186.	1.6	1
190	An ontological conceptualization approach for awareness in domain-independent design groupware. , 2009, , .		0
191	Experiences evaluating ease of learning and use of Interactive Digital Television applications. , 2012, , .		0
192	Methodological proposal to evaluate the usability of Interactive Digital Television applications. , 2012, , .		0
193	Usability guidelines related to ease of learning and ease of use in the design of interactive digital television applications, considering user profiles. , 2012, , .		0
194	Methodological approach for the languages and processes integration within the CIAF context. , 2013, , .		0
195	Facilitation Process Model including elements of the HAMSTERS notation. , 2014, , .		0
196	Study of collaborative usability evaluation methods in transactional web area. , 2014, , .		0
197	Emotions evoked during the use of Learning Management Systems. , 2014, , .		0
198	Building open textbooks through collaborative environments. , 2014, , .		0

#	Article	IF	Citations
199	Proposing interaction patterns for designing videogames supported in Smartphones. , 2014, , .		0
200	Incorporation of HCI: Usability validation in use cases through the activity taxonomy. , 2015, , .		0
201	Common-Awareness Artifacts. Communications in Computer and Information Science, 2016, , 376-381.	0.4	0
202	Activity Taxonomy. , 2016, , .		0
203	Analysis of a Training Platform for the Digital Battlefield, Based on Semiotics and Simulation. Advances in Intelligent Systems and Computing, 2016, , 1283-1286.	0.5	0
204	Patterns of Interaction Description Including Aspects of Constraints. , 2016, , .		0
205	Relation between u-learning, connective learning, and standard xAPI. , 2017, , .		0
206	Activity taxonomy [ATx]. , 2017, , .		0
207	CREANDO â€“ Platform for Game Experiences Base on Pervasive Narrative in Closed Spaces: An Educational Experience. Communications in Computer and Information Science, 2018, , 226-236.	0.4	0
208	Interactive Systems Proposal for Psychomotor Rehabilitation in Hearing Impaired Children. Communications in Computer and Information Science, 2019, , 58-67.	0.4	0
209	Current situation of the use of inclusive software as support to the treatments of Autism Spectrum Disorder in Spanish-speaking countries : A view from systematic mapping. , 2021, , .		0
210	Rethinking the Design of Enriched Environments. Lecture Notes in Computer Science, 2006, , 1305-1314.	1.0	0
211	Tracing CSCL Processes. Studies in Computational Intelligence, 2007, , 103-116.	0.7	0
212	The AIPO Society: Present and Future Trends. Lecture Notes in Computer Science, 2007, , 635-636.	1.0	0
213	Designing more Usable Business Models into the RUP. , 2009, , 1-10.		0
214	Digital Workbook: A Mobile Learning Environment to Support Collaborative Examinations. Lecture Notes in Computer Science, 2010, , 345-352.	1.0	0
215	Integrating collaborative techniques into the management of informatics projects. Sistemas Y TelemÃ¡tica, 2012, 10, 65.	0.1	0
216	Method for incorporating awareness mechanisms in driving simulation environments. , 2013, , .		0

#	Article	IF	Citations
217	Setting Usability iTV Heuristics in Open-HEREDEUX. Lecture Notes in Computer Science, 2013, , 55-58.	1.0	0
218	The Use of HCI Approaches into Distributed CSCL Activities Applied to Software Engineering Courses. , 2014, , 2033-2050.		0
219	Directrices para el diseÃ±o de aplicaciones usables en entornos de televisiÃ³n digital interactiva. Ingenieria Y Universidad, 2014, 18, .	0.5	0
220	MÃ©todo adaptado de anÃ¡lisis y aplicaciÃ³n de la gamificaciÃ³n Open TextBook:Estudio de Caso. , 0, , .		0
221	Interaction Design Patterns from a Multicultural Perspective: Case Studies Panama, Colombia and Spain. Lecture Notes in Computer Science, 2016, , 3-11.	1.0	0
222	EvaluaciÃ³n de elementos de modelado en el desarrollo de sistemas interactivos. , 2016, , .		0
223	WOMEN IN SYSTEMS ENGINEERING PROGRAMS IN COLOMBIA: CHALLENGES IN TRAINING. , 2016, , .		0
224	Roadmap for the Development of the User Interface in Interactive Systems. Communications in Computer and Information Science, 2017, , 557-571.	0.4	0
225	Model for Design of Serious Game for Rehabilitation in Children with Cochlear Implant. Communications in Computer and Information Science, 2017, , 94-105.	0.4	0
226	Collaborative Strategy with Augmented Reality for the Development of Algorithmic Thinking. Communications in Computer and Information Science, 2019, , 70-82.	0.4	0
227	Academic Emotions in Programming Learning: Womenâ€™s Impact on the Software Sector. Communications in Computer and Information Science, 2019, , 19-28.	0.4	0
228	A Reformation Proposal of the Process Phase in the Computer-Supported Collaborative Learning. Communications in Computer and Information Science, 2019, , 17-29.	0.4	0
229	EMOINEC: Exploring the Application of the EMOINAD Guide to an E-commerce Context. Lecture Notes in Computer Science, 2019, , 521-532.	1.0	0
230	Driver eXperience (DX): Una aproximaciÃ³n a la interacciÃ³n en el vehÃculo. Revista Colombiana De Computacion, 2020, 21, 83-91.	0.6	0
231	InteraccciÃ³n Humano-Computador en la Sociedad Colombiana de ComputaciÃ³n. Revista Colombiana De Computacion, 2020, 21, 102-104.	0.6	0
232	ContribuciÃ³n tecnolÃ³gica de apoyo a la integraciÃ³n social del adulto mayor. Revista Colombiana De Computacion, 2020, 21, 34-41.	0.6	0
233	Collaborative Learning Group Formation Based on Personality Traits: An Empirical Study in Initial Programming Courses. Communications in Computer and Information Science, 2020, , 73-84.	0.4	0
234	Gamified Model to Support Shopping in Closed Spaces Aimed at Blind People: A Systematic Literature Review. Communications in Computer and Information Science, 2021, , 98-109.	0.4	0

#	Article	IF	Citations
235	A study in Special needs Institutions in some Latin-American countries during COVID-19 outbreak. , 2022, , .		0