

# CÃ©sar Alberto Collazos

## List of Publications by Year in descending order

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Version: 2024-02-01

235  
papers

1,382  
citations

566801

15  
h-index

580395

25  
g-index

248  
all docs

248  
docs citations

248  
times ranked

1089  
citing authors

#	ARTICLE	IF	CITATIONS
1	Applying a process for the shared understanding construction in computer-supported collaborative work: an experiment. <i>Computational and Mathematical Organization Theory</i> , 2022, 28, 247-270.	1.5	4
2	CodES: herramienta de visualización para desarrollo de pensamiento algorítmico. , 2022, 11, 21.		3
3	Smart University: Key Factors for a Cloud Computing Adoption Model. <i>Lecture Notes in Networks and Systems</i> , 2022, , 85-93.	0.5	4
4	An Exploratory Study on the Validation of THUNDERS: A Process to Achieve Shared Understanding in Problem-Solving Activities. <i>Informatics</i> , 2022, 9, 39.	2.4	1
5	TPS2 Approach Applied to Requirements Engineering Curriculum Course. <i>Lecture Notes in Computer Science</i> , 2022, , 461-477.	1.0	2
6	A study in Special needs Institutions in some Latin-American countries during COVID-19 outbreak. , 2022, , .		0
7	User Interface Design Patterns for Infotainment Systems Based on Driver Distraction: A Colombian Case Study. <i>Sustainability</i> , 2022, 14, 8186.	1.6	1
8	APRehab: a methodology for serious games design oriented to psychomotor rehabilitation in children with hearing impairments. <i>Universal Access in the Information Society</i> , 2021, 20, 255-264.	2.1	5
9	Analyzing effectiveness and fun through metrics applied to pervasive gaming experiences. <i>Universal Access in the Information Society</i> , 2021, 20, 545-554.	2.1	1
10	Higher Education Teachers Training (HET2) Model: Active Learning in Higher Education Environment. <i>Advances in Intelligent Systems and Computing</i> , 2021, , 103-112.	0.5	5
11	Modelo para la escritura de artículos científicos a distancia mediante tareas colaborativas. <i>Tecnológicas</i> , 2021, 24, e1701.	0.1	1
12	Homogeneous Group Formation in Collaborative Learning Scenarios: An Approach Based on Personality Traits and Genetic Algorithms. <i>IEEE Transactions on Learning Technologies</i> , 2021, 14, 486-499.	2.2	14
13	Designing Online Platforms Supporting Emotions and Awareness. <i>Electronics (Switzerland)</i> , 2021, 10, 251.	1.8	29
14	Latin American Smart University: Key Factors for a User-Centered Smart Technology Adoption Model. <i>Advances in Sustainability Science and Technology</i> , 2021, , 161-173.	0.4	7
15	Heuristictool, herramienta para el apoyo de evaluaciones heurísticas a sistemas interactivos por medio de ontologías. <i>Revista De Investigación, Desarrollo E Innovación</i> , 2021, 11, 401-412.	1.2	1
16	A Strategy Based on Genetic Algorithms for Forming Optimal Collaborative Learning Groups: An Empirical Study. <i>Electronics (Switzerland)</i> , 2021, 10, 463.	1.8	3
17	The Human Computer Interaction in the Curricula of Mexican Higher Education Institutions. <i>Scientia Et Technica</i> , 2021, 26, 209-218.	0.1	1
18	Discovery Model Based on Analogies for Teaching Computer Programming. <i>Mathematics</i> , 2021, 9, 1354.	1.1	6

#	ARTICLE	IF	CITATIONS
19	Smart University: a vision of technology adoption. Revista Colombiana De Computacion, 2021, 22, 44-55.	0.6	10
20	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
21	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
22	Automatic Group Organization for Collaborative Learning Applying Genetic Algorithm Techniques and the Big Five Model. Mathematics, 2021, 9, 1578.	1.1	2
23	Reference Framework for Measuring the Level of Technological Acceptance by the Elderly: A Case Study of Virtual Assistants. Tecno LÁ <sup>3</sup> gicas, 2021, 24, e1791.	0.1	3
24	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
25	Emotions for Virtual Learning Environments. Revista Iberoamericana De Tecnologías Del Aprendizaje, 2021, 16, 215-224.	0.7	2
26	Educational methodologies for deaf children supported by mobile technology and extended reality: a systematic analysis of literature. Revista Iberoamericana De Tecnologías Del Aprendizaje, 2021, , 1-1.	0.7	2
27	The use of e-learning platforms in a lockdown scenario “ A study in Latin American countries. Revista Iberoamericana De Tecnologías Del Aprendizaje, 2021, , 1-1.	0.7	7
28	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
29	Una Propuesta para el Desarrollo de Pensamiento Computacional en Niños y Jóvenes. Revista Iberoamericana De Tecnología En Educación Y Educación En Tecnología, 2021, , e2.	0.1	1
30	Designing Internet of Tangible Things for Children with Hearing Impairment. Information (Switzerland), 2020, 11, 70.	1.7	6
31	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
32	A Technique for Conflict Detection in Collaborative Learning Environment by Using Text Sentiment. Lecture Notes in Computer Science, 2020, , 39-50.	1.0	4
33	A year of HCI webinars in Latin America. Interactions, 2020, 27, 62-65.	0.8	5
34	Collaborative strategies supporting knowledge management in organizations. Revista Colombiana De Computacion, 2020, 21, 6-12.	0.6	1
35	Diseño colaborativo basado en ThinkLets como apoyo a la enseñanza de la Programación. Revista Colombiana De Computacion, 2020, 21, 22-33.	0.6	2
36	Adapting a Virtual Assistant Device to Support the Interaction with Elderly People. , 2020, , .		4

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37	Driver eXperience (DX): Una aproximación a la interacción en el vehículo. Revista Colombiana De Computacion, 2020, 21, 83-91.	0.6	0
38	Interacción Humano-Computador en la Sociedad Colombiana de Computación. Revista Colombiana De Computacion, 2020, 21, 102-104.	0.6	0
39	Contribución tecnológica de apoyo a la integración social del adulto mayor. Revista Colombiana De Computacion, 2020, 21, 34-41.	0.6	0
40	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
41	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
42	Heuristic Evaluation for the Assessment of Inclusive Tools in the Autism Treatment. Lecture Notes in Computer Science, 2020, , 34-51.	1.0	1
43	Serious Games for Learning: A Quantitative Review of Literature. Lecture Notes in Computer Science, 2020, , 164-174.	1.0	2
44	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
45	ECLECTIC as a learning ecosystem for higher education disruption. Universal Access in the Information Society, 2019, 18, 615-631.	2.1	15
46	Interactive Systems Proposal for Psychomotor Rehabilitation in Hearing Impaired Children. Communications in Computer and Information Science, 2019, , 58-67.	0.4	0
47	DesignABILITY. , 2019, , .		8
48	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
49	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
50	Modeling Interactive Systems at the Business Level: Inter-Action Diagram. IEEE Latin America Transactions, 2019, 17, 462-472.	1.2	1
51	Descriptive theory of awareness for groupware development. Journal of Ambient Intelligence and Humanized Computing, 2019, 10, 4789-4818.	3.3	31
52	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
53	ChildProgramming Evolution, A Method to Increase the Computational Thinking Skills in School. Communications in Computer and Information Science, 2019, , 57-69.	0.4	2
54	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

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55	Self-reported Methods for User Satisfaction Evaluation: A Bibliometric Analysis. Communications in Computer and Information Science, 2019, , 314-331.	0.4	2
56	Collaborative Strategy with Augmented Reality for the Development of Algorithmic Thinking. Communications in Computer and Information Science, 2019, , 70-82.	0.4	0
57	Academic Emotions in Programming Learning: Women's Impact on the Software Sector. Communications in Computer and Information Science, 2019, , 19-28.	0.4	0
58	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
59	Methodologies and Trends in Multimedia Systems: A Systematic Literature Review. Lecture Notes in Computer Science, 2019, , 109-127.	1.0	1
60	EMOINEC: Exploring the Application of the EMOINAD Guide to an E-commerce Context. Lecture Notes in Computer Science, 2019, , 521-532.	1.0	0
61	Structure of a Guide for Usability Evaluation in Virtual Learning Environments. Communications in Computer and Information Science, 2019, , 356-368.	0.4	2
62	Medición de la usabilidad del diseño de interfaz de usuario con el método de evaluación heurística: dos casos de estudio. Revista Colombiana De Computacion, 2019, 20, 23-40.	0.6	4
63	Internet of things in designing tangible interfaces for children with special needs. , 2019, , .		1
64	Learning about Programming and Epistemic Emotions: A Gendered Analysis. Revista Facultad De Ingeniería, 2019, 29, e12034.	0.0	2
65	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
66	PLAGER-VG: platform for managing educational multiplayer video games. Multimedia Tools and Applications, 2018, 77, 2115-2152.	2.6	8
67	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
68	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
69	GeoPGD. , 2018, , .		6
70	Validation of methodological proposal for serious games design oriented to psychomotor rehabilitation in children with hearing impairment. , 2018, , .		2
71	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
72	Academic emotions in women who learn to program. , 2018, , .		1

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73	CREANDO " 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
74	Using pervasive games as learning tools in educational contexts: a systematic review. International Journal of Learning Technology, 2018, 13, 93.	0.2	14
75	Designing Interactive Experiences for Children with Cochlear Implant. Sensors, 2018, 18, 2154.	2.1	5
76	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
77	Scoping Review of Systems to Train Psychomotor Skills in Hearing Impaired Children. Sensors, 2018, 18, 2546.	2.1	11
78	Towards a Framework Definition to Increase Collaboration and Achieve Group Cognition. Lecture Notes in Computer Science, 2018, , 337-349.	1.0	1
79	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
80	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
81	Towards the Design of Interactive Storytelling to Support Literacy Teaching for Deaf Children. Human-computer Interaction Series, 2017, , 115-126.	0.4	5
82	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
83	Collaborative learning as educational strategy for deaf children. , 2017, , .		9
84	iProg. , 2017, , .		8
85	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
86	Usability Evaluation Trends in Ibero-American Countries. IT Professional, 2017, 19, 61-64.	1.4	1
87	Tools and Methods Applied in Interactive Systems to Evaluate the User Experience With Deaf/Hard of Hearing Children. , 2017, , .		2
88	Relation between u-learning, connective learning, and standard xAPI. , 2017, , .		0
89	Design process for usable security and authentication using a user-centered approach. , 2017, , .		4
90	Activity taxonomy [ATx]. , 2017, , .		0

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91	Interactive Systems Design Oriented to Children with Special Needs. Human-computer Interaction Series, 2017, , 73-89.	0.4	2
92	What Happens When Evaluating Social Media's Usability?. Lecture Notes in Computer Science, 2017, , 117-126.	1.0	3
93	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
94	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
95	Augmentative and Alternative Communication in the Literacy Teaching for Deaf Children. Lecture Notes in Computer Science, 2017, , 123-133.	1.0	1
96	Software Tool to Support the Improvement of the Collaborative Learning Process. Communications in Computer and Information Science, 2017, , 442-454.	0.4	5
97	Roadmap for the Development of the User Interface in Interactive Systems. Communications in Computer and Information Science, 2017, , 557-571.	0.4	0
98	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
99	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
100	Common-Awareness Artifacts. Communications in Computer and Information Science, 2016, , 376-381.	0.4	0
101	Principles of Design for Serious Games to Teaching of Literacy for Children with Hearing Disabilities. , 2016, , .		6
102	Gender differences in Computing Programs. , 2016, , .		4
103	A Set of Heuristics for Usable Security and User Authentication. , 2016, , .		6
104	Activity Taxonomy. , 2016, , .		0
105	Descripci3n formal de mecanismos para evaluar, monitorear y mejorar el proceso de aprendizaje colaborativo en su etapa de Proceso. , 2016, , .		2
106	Human-Computer Interaction in Ibero-America: Academic, Research, and Professional Issues. IT Professional, 2016, 18, 8-11.	1.4	10
107	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
108	Developing Usability Heuristics: A Formal or Informal Process?. IEEE Latin America Transactions, 2016, 14, 3400-3409.	1.2	13

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109	Toward a methodology for serious games design for children with auditory impairments. IEEE Latin America Transactions, 2016, 14, 2511-2521.	1.2	29
110	Design of a set serious mini-games as support in cognitive rehabilitation for children with auditory impairment. , 2016, , .		1
111	Review of systems to train psychomotor skills in hearing impaired children. , 2016, , .		3
112	A Set of Usability Heuristics and Design Recommendations for u-Learning Applications. Advances in Intelligent Systems and Computing, 2016, , 983-993.	0.5	8
113	A Learning Object Recommendation Model with User Mood Characteristics. Communications in Computer and Information Science, 2016, , 39-48.	0.4	2
114	Patterns of Interaction Description Including Aspects of Constraints. , 2016, , .		0
115	Developing Usability Heuristics for Grid Computing Applications: Lessons Learned. Advances in Intelligent Systems and Computing, 2016, , 485-495.	0.5	2
116	User Recommender System Based on Knowledge, Availability, and Reputation From Interactions in Forums. Revista Iberoamericana De Tecnologías Del Aprendizaje, 2016, 11, 18-22.	0.7	9
117	Developing SMASH: A set of SMARtphone's uSability Heuristics. Computer Standards and Interfaces, 2016, 43, 40-52.	3.8	74
118	A Visualization and Human-Computer Interaction Proposal in the Context of Pronunciation Information. Revista Iberoamericana De Tecnologías Del Aprendizaje, 2016, 11, 12-17.	0.7	2
119	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
120	Formalizing the Process of Usability Heuristics Development. Advances in Intelligent Systems and Computing, 2016, , 1279-1282.	0.5	2
121	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
122	Model Based on Learning Needs of Children with Auditory Impairment. Lecture Notes in Computer Science, 2016, , 324-334.	1.0	7
123	Usability Heuristics: Reinventing the Wheel?. Lecture Notes in Computer Science, 2016, , 59-70.	1.0	6
124	Validation of a Usability Evaluation Protocol based on the Heuristic Inspection Method: An Experimental Case Study in the Web Domain. , 2016, , .		3
125	ESTIMATING THE USE OF GAMIFICATION IN COLLABORATIVE MOOCS, A METHODOLOGICAL PROPOSAL. , 2016, , .		1
126	RUEDA DE EMOCIONES DE GINEBRA+: INSTRUMENTO PARA LA VALORACIÓN EMOCIONAL DE LOS USUARIOS MIENTRAS PARTICIPAN EN UNA EVALUACIÓN DE SISTEMAS INTERACTIVOS. Dyna (Spain), 2016, 91, 151-155.	0.1	4



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127	Interaction Design Patterns from a Multicultural Perspective: Case Studies Panama, Colombia and Spain. Lecture Notes in Computer Science, 2016, , 3-11.	1.0	0
128	Evaluaci3n de elementos de modelado en el desarrollo de sistemas interactivos. , 2016, , .		0
129	Visual design for a game that supports in teaching of literacy for children with cochlear implant from an interaction approach. , 2016, , .		1
130	WOMEN IN SYSTEMS ENGINEERING PROGRAMS IN COLOMBIA: CHALLENGES IN TRAINING. , 2016, , .		0
131	Training with Phonak. , 2015, , .		17
132	ECUSI. , 2015, , .		2
133	Model for Analysis of Serious Games for Literacy in Deaf Children from a User Experience Approach. , 2015, , .		21
134	The Thin Red Line Between Usability and User Experiences. , 2015, , .		4
135	Does vibrotactile intercommunication increase collaboration?. , 2015, , .		2
136	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
137	A Visual Query Language for Data Graphs. , 2015, , .		1
138	Applying gamification in the context of knowledge management. , 2015, , .		15
139	E-commerce Concerns – Latin American Factors in Transactional Websites. , 2015, , .		1
140	Incorporation of HCI: Usability validation in use cases through the activity taxonomy. , 2015, , .		0
141	ECUSI: Herramienta software para la evaluaci3n colaborativa de la usabilidad de sistemas interactivos. , 2015, , .		1
142	Towards an Integration of Usability and Security for User Authentication. , 2015, , .		5
143	Human-Computer Interaction in Colombia: Bridging the Gap between Education and Industry. IT Professional, 2015, 17, 5-9.	1.4	5
144	Adaptation Model Content Based in Cultural Profile into Learning Environment. IEEE Latin America Transactions, 2015, 13, 490-495.	1.2	4

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145	Modelo Colaborativo y Ubicuo para apoyar los procesos de ense±anza-aprendizaje a nivel Iberoamericano. Revista De Educacion A Distancia, 2015, , .	0.5	12
146	Desaf±o en el dise±o de MOOCs: incorporaci³n de aspectos para la colaboraci³n y la gamificaci³n. Revista De Educacion A Distancia, 2015, , .	0.5	11
147	HCI Incorporation. , 2014, , .		1
148	Collaborative framework for the management of knowledge, an approach from gamification techniques. , 2014, , .		3
149	Using Wikis as collaborative strategy to support software requirements elicitation. , 2014, , .		1
150	Measuring the collaboration degree in immersive 3D collaborative virtual environments. , 2014, , .		6
151	Computer Supported Collaborative MOOCs. , 2014, , .		17
152	Evaluation of the collaboration process from an individual and collaborative perspective. , 2014, , .		2
153	User Recommender based on information from forums. , 2014, , .		1
154	Facilitation Process Model including elements of the HAMSTERS notation. , 2014, , .		0
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	Design guidelines to foster cooperation in digital environments. Technology, Pedagogy and Education, 2014, 23, 375-396.	3.3	8
158	Study of collaborative usability evaluation methods in transactional web area. , 2014, , .		0
159	Emotions evoked during the use of Learning Management Systems. , 2014, , .		0
160	Building open textbooks through collaborative environments. , 2014, , .		0
161	Adaptation Model Content Based in Cultural Profile into Learning Environment. , 2014, , .		1
162	Model-driven development of interactive groupware systems: Integration into the software development process. Science of Computer Programming, 2014, 89, 320-349.	1.5	5

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163	Method for Incorporating Awareness Mechanisms in Driving Simulation Environments. IEEE Latin America Transactions, 2014, 12, 36-41.	1.2	3
164	Activity Taxonomy. , 2014, , .		4
165	Proposing interaction patterns for designing videogames supported in Smartphones. , 2014, , .		0
166	Visualization Model for Learning of Pronunciation with an Approach from Human Computer Interaction. , 2014, , .		2
167	Incorporation of HCI: Classification of activity modeling. , 2014, , .		4
168	Analyzing and Evaluating Collaborative Processes using Case Studies in the Software Development Context. , 2014, , .		1
169	Proposing Formal Notation for Modeling Collaborative Processes Extending HAMSTERS Notation. Advances in Intelligent Systems and Computing, 2014, , 257-266.	0.5	8
170	Evaluating interactive systems from an emotional perspective. Guillermo De Ockham, 2014, 12, 43.	0.2	3
171	Propuesta de Valoración del Comportamiento Como Complemento a la Evaluación Emocional de los Usuarios Mientras Interactúan con Sitios Web. Publicaciones E Investigación, 2014, 8, 185.	0.1	2
172	The Use of HCI Approaches into Distributed CSCL Activities Applied to Software Engineering Courses. , 2014, , 2033-2050.		0
173	Directrices para el diseño de aplicaciones usables en entornos de televisión digital interactiva. Ingeniería Y Universidad, 2014, 18, .	0.5	0
174	Software process implementation method with eclipse process framework composer: MPIu&#x002B;a case. , 2013, , .		2
175	Awareness of other: Evaluating the impact of proximity cues in collaborative tasks. , 2013, , .		2
176	Interacting with danger in an immersive environment. , 2013, , .		10
177	Evaluating the Usability of Interactive Digital Television Applications. , 2013, , .		1
178	Methodological approach for the languages and processes integration within the CIAF context. , 2013, , .		0
179	ChildProgramming process: A software development model for kids. , 2013, , .		5
180	Emo+Eval. , 2013, , .		2

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181	Distributed elicitation of software requirements: An experimental case from Argentina and Colombia. , 2013, , .		4
182	Evolution of the Computing Curricula for Computer Science in Latin America 2013. , 2013, , .		4
183	Methodological framework for design and evaluation of interactive systems from a multicultural and emotional perspective. , 2013, , .		1
184	Evaluating interactive digital television applications through usability heuristics. Ingeniare, 2013, 21, 16-29.	0.1	17
185	Method for incorporating awareness mechanisms in driving simulation environments. , 2013, , .		0
186	Setting Usability iTV Heuristics in Open-HEREDEUX. Lecture Notes in Computer Science, 2013, , 55-58.	1.0	0
187	CSCW Systems in Virtual Environments: A General Development Framework. , 2012, , .		2
188	Experiences evaluating ease of learning and use of Interactive Digital Television applications. , 2012, , .		0
189	Methodological proposal to evaluate the usability of Interactive Digital Television applications. , 2012, , .		0
190	Usability guidelines related to ease of learning and ease of use in the design of interactive digital television applications, considering user profiles. , 2012, , .		0
191	Integrating collaborative techniques into the management of informatics projects. Sistemas Y Telemática, 2012, 10, 65.	0.1	0
192	A Survey of Human-Computer Interaction into the Computer Science Curricula in Iberoamerica. , 2011, , .		6
193	Empirical and Heuristic-Based Evaluation of Collaborative Modeling Systems: An Evaluation Framework. Group Decision and Negotiation, 2011, 20, 535-562.	2.0	7
194	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
195	Using Cross-cultural Features in Web Design Patterns. , 2011, , .		11
196	CODILA: A Collaborative and Distributed Learning Activity applied to software engineering courses in Latin American Universities. , 2010, , .		5
197	Multicultural aspects in HCI-curricula. Procedia, Social and Behavioral Sciences, 2010, 2, 1584-1587.	0.5	1
198	Addressing computer-supported collaborative learning in the classroom: Experiences in engineering education. Procedia, Social and Behavioral Sciences, 2010, 2, 2685-2688.	0.5	5

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199	A mobile learning tool for improving grammar skills. <i>Procedia, Social and Behavioral Sciences</i> , 2010, 2, 1735-1739.	0.5	14
200	Teaching Software Engineering from a Collaborative Perspective: Some Latin-American Experiences. , 2010, , .		10
201	Digital Workbook: A Mobile Learning Environment to Support Collaborative Examinations. <i>Lecture Notes in Computer Science</i> , 2010, , 345-352.	1.0	0
202	Designing and Evaluating Interactive Television from a Usability Perspective. , 2009, , .		15
203	Classification of CSCW proposals based on a taxonomy. , 2009, , .		3
204	An ontological conceptualization approach for awareness in domain-independent design groupware. , 2009, , .		0
205	CIAT, A Model-Based Tool for Designing Groupware User Interfaces Using CIAM. , 2009, , 201-212.		3
206	Designing more Usable Business Models into the RUP. , 2009, , 1-10.		0
207	Evaluaci3n de la televisi3n interactiva desde una perspectiva de usabilidad: Caso pr3ctico. <i>Ciencia E IngenierAa Neogranadina</i> , 2009, 19, 99-106.	0.1	2
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