

Ana Margarida Pisco Almeida

List of Publications by Year in descending order

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Version: 2024-02-01

95
papers

443
citations

1162889

8
h-index

996849

15
g-index

107
all docs

107
docs citations

107
times ranked

444
citing authors

#	ARTICLE	IF	CITATIONS
1	Cervical cancer and HPV infection: ongoing therapeutic research to counteract the action of E6 and E7 oncoproteins. <i>Drug Discovery Today</i> , 2019, 24, 2044-2057.	3.2	57
2	Guidelines for a cancer prevention smartphone application: A mixed-methods study. <i>International Journal of Medical Informatics</i> , 2016, 94, 134-142.	1.6	28
3	Minicircle DNA: The Future for DNA-Based Vectors?. <i>Trends in Biotechnology</i> , 2020, 38, 1047-1051.	4.9	22
4	Pilot study of a smartphone-based intervention to promote cancer prevention behaviours. <i>International Journal of Medical Informatics</i> , 2017, 108, 125-133.	1.6	19
5	I am with you: a netnographic analysis of the Instagram opinion leaders on eating behavior change. <i>Procedia Computer Science</i> , 2018, 138, 97-104.	1.2	17
6	Procedures of User-Centered Usability Assessment for Digital Solutions: Scoping Review of Reviews Reporting on Digital Solutions Relevant for Older Adults. <i>JMIR Human Factors</i> , 2021, 8, e22774.	1.0	15
7	Mobile solutions in depression: enhancing communication with patients using an SMS-based intervention. <i>Procedia Computer Science</i> , 2018, 138, 89-96.	1.2	11
8	The Performance of Minicircle DNA Versus Parental Plasmid in <i>p53</i> Gene Delivery Into HPV-18-Infected Cervical Cancer Cells. <i>Nucleic Acid Therapeutics</i> , 2021, 31, 82-91.	2.0	11
9	Public Health on Instagram: an analysis of health promotion strategies of Portugal and Brazil. <i>Procedia Computer Science</i> , 2021, 181, 231-238.	1.2	11
10	Promoting interactive television (iTV) accessibility: an adapted service for users with visual impairments. <i>Universal Access in the Information Society</i> , 2017, 16, 533-544.	2.1	10
11	Connecting Families and Schools of Students with Deafness: Describing the ICT and Internet use in Education. <i>Procedia Computer Science</i> , 2012, 14, 163-172.	1.2	9
12	Preparation of well-defined brush-like block copolymers for gene delivery applications under biorelevant reaction conditions. <i>Colloids and Surfaces B: Biointerfaces</i> , 2018, 169, 107-117.	2.5	9
13	The Influence of the Web on Health Related Decision-making Processes: A Survey with Portuguese Women During Pregnancy. <i>Procedia Computer Science</i> , 2016, 100, 347-354.	1.2	8
14	Design approach of mathematics learning activities in a digital environment for children with autism spectrum disorders. <i>Educational Technology Research and Development</i> , 2017, 65, 1305-1323.	2.0	8
15	Gamification strategies in weight control applications, where "losing (weight) is winning", 2018, , .		8
16	An approach to identify requirements for an iTV audio description service. , 2011, , .		7
17	Instagram as a communication tool in public health: a systematic review. , 2020, , .		7
18	Development of an online digital resource accessible for students with visual impairment or blindness: Challenges and strategies. <i>Work</i> , 2020, 65, 333-342.	0.6	7

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19	A Mobile App to Support Clinical Diagnosis of Upper Respiratory Problems (eHealthResp): Co-Design Approach. Journal of Medical Internet Research, 2021, 23, e19194.	2.1	7
20	Brief Report: Preliminary Proposal of a Conceptual Model of a Digital Environment for Developing Mathematical Reasoning in Students with Autism Spectrum Disorders. Journal of Autism and Developmental Disorders, 2015, 45, 2633-2640.	1.7	6
21	Involving communities in shaping digital solutions for innovation in societies and territories. , 2019, , .		6
22	Digital audiovisual contents for literacy in depression: a pilot study with university students. Procedia Computer Science, 2021, 181, 239-246.	1.2	6
23	ICT in the Education of Students with SEN: Perceptions of Stakeholders. Communications in Computer and Information Science, 2010, , 331-337.	0.4	6
24	Promoting IPTV Accessibility for Visually Impaired Users: Implementation of an Adapted Service. Procedia Computer Science, 2014, 27, 113-122.	1.2	5
25	Exercit@rt mobile: Monitoring of pulmonar rehabilitation in COPD. , 2016, , .		5
26	Happy: Cancer Prevention Using Smartphones. Procedia Computer Science, 2016, 100, 466-473.	1.2	5
27	The use of mobile devices to support daily routines of teens with Down syndrome. , 2016, , .		5
28	Enhancement of a biotechnological platform for the purification and delivery of a human papillomavirus supercoiled plasmid DNA vaccine. New Biotechnology, 2020, 59, 1-9.	2.4	5
29	What are Dietitians and Nutritionists doing on social media? A proposal of an online survey. Procedia Computer Science, 2021, 181, 793-802.	1.2	5
30	A Usability Study of Pharmacistsâ€™ Perceptions Toward an Online Course for Respiratory Infections and Antibiotic Use. Procedia Computer Science, 2021, 181, 269-276.	1.2	5
31	Signs Workshop: Promotion of early communication skills of children with developmental disabilities. Technology and Disability, 2008, 20, 1-7.	0.3	4
32	Online Monitoring and Management of Chronic Obstructive Pulmonary Disease (COPD): A Web Platform Proposal. Procedia Technology, 2013, 9, 1237-1244.	1.1	4
33	Audio Description in Interactive Television (iTV): Proposal of a Collaborative and Voluntary Approach. Procedia Computer Science, 2016, 100, 935-940.	1.2	4
34	Digital Technologies as Tools to Promote Tourism and Territorial Development. Advances in Hospitality, Tourism and the Services Industry, 2021, , 268-291.	0.2	4
35	Digital Audiovisual Narratives as depression literacy promoters : Development of psychoeducational intervention DEEP. , 2020, , .		4
36	Smartphones. , 2016, , 1041-1058.		4

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37	DIGITAL FUTURE CLASSROOM: THE PHYSICAL SPACE AND THE INCLUSION OF THE NEET/REFUGEE POPULATION - CONCEPTUAL AND THEORETICAL FRAMEWORKS AND METHODOLOGY. INTED Proceedings, 2017, , .	0.0	4
38	Stakeholders' perceptions of the use of ICT in the education of students with SEN. International Journal of Technology Enhanced Learning, 2011, 3, 242.	0.4	3
39	The SAPO Campus recommender system: a study about students' and teachers' opinions. Research in Learning Technology, 2014, 22, .	2.3	3
40	Project Management on Multimedia Projects: Preliminary Results on Communication, Interaction and Team Work Dynamics. Procedia Computer Science, 2015, 64, 816-823.	1.2	3
41	Habits and Behaviors of e-health Users: A Study on the Influence of the Interface in the Perception of Trust and Credibility. Procedia Computer Science, 2016, 100, 602-610.	1.2	3
42	Automatic identification in accessible iTV services. , 2016, , .		3
43	Can Smartphones Promote Cancer Prevention Behaviours in Healthy Young Adults? A Prospective Study. Journal of Cancer Education, 2019, 34, 847-853.	0.6	3
44	University libraries: The role of an accessible campus on the inclusion of users with special needs. Transinformacao, 0, 31, .	0.2	3
45	Are you ready for the challenge? Social Media Health Challenges for Behaviour Change. Perspectives on Behavior Science, 2020, 43, 543-578.	1.1	3
46	Las humanidades digitales y la conexi3n con las ra3ces culturales a trav3s de la iniciativa portuguesa Aldeias do Xisto. La Trama De La Comunicaci3n, 2021, 25, 015-029.	0.2	3
47	Exercit@rt. , 2016, , 179-192.		3
48	Face masks on Instagram: an analysis of public health authorities' guidance toward prevention. Procedia Computer Science, 2022, 196, 409-417.	1.2	3
49	An Iterative Process for the Evaluation of a Mobile Application Prototype. SN Computer Science, 2022, 3, 1.	2.3	3
50	An inclusive and multistakeholder approach to promote linguistic skills in children with special needs. , 2016, , .		2
51	Learning Environment for Autism Spectrum Disorders. , 2016, , .		2
52	Inclusive approaches for audiovisual translation production in Interactive Television (iTV). , 2016, , .		2
53	Bilingual and accessible virtual learning environment. , 2017, , .		2
54	Evaluation methodologies of assistive technology interaction devices. , 2019, , .		2

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55	Mobile Seamless Learning Tool for Cancer Education. Smart Innovation, Systems and Technologies, 2018, , 3-10.	0.5	2
56	Desafios da acessibilidade no ensino superior: estudo de caso na Universidade de Aveiro. Educaçãõ, 2016, 39, 166.	0.1	2
57	The Decision-Making Processes of Pregnant Women at High Risk. , 2016, , 901-909.		2
58	A influênci da web na tomada de decisãõ da grãvida: rastreio prã-natal e tipo de parto. Revista Electronica De Comunicacão, Informacão & Inovacão Em Saude: RECIIS, 2015, 9, .	0.2	2
59	Creating New Learning Experiences for Students with Dyslexia: A Design Thinking and Human-Centered Approach. Smart Innovation, Systems and Technologies, 2020, , 261-268.	0.5	2
60	Promover o Raciocãnio Geomãtrico em Alunos com Perturbaãõ do Espectro do Autismo atravã de um Ambiente Digital. Bolema - Mathematics Education Bulletin, 2020, 34, 375-398.	0.1	2
61	Minicircle DNA Vaccine Purification and E7 Antigen Expression Assessment. Methods in Molecular Biology, 2021, 2197, 207-222.	0.4	2
62	Impact of a Digital Intervention for Literacy in Depression among Portuguese University Students: A Randomized Controlled Trial. Healthcare (Switzerland), 2022, 10, 165.	1.0	2
63	A roadmap for the development and evaluation of the eHealthResp online course. Digital Health, 2022, 8, 205520762210890.	0.9	2
64	Defining Recommendations to Guide User Interface Design: Multimethod Approach. JMIR Human Factors, 2022, 9, e37894.	1.0	2
65	Digital media as a driver of a more inclusive higher education. , 2016, , .		1
66	Mecãcnica de jogo em narrativa para apoio de alunos com dislexia: percepães de discentes e docentes. Prãxis Educacional Journal, 2021, 17, 1-24.	0.1	1
67	A framework proposal for digital interventions in perinatal education: the result of a content analysis to WHO intra-partum care recommendations. International Journal of Human Rights in Healthcare, 2021, 14, 387-397.	0.6	1
68	Resiliãncia informacional e microcefalia: prãticas digitais de busca por informaãõ. Encontros Bibli, 0, 26, 1-22.	0.2	1
69	Interaction Devices as Assistive Technology: Current Practices about Evaluation Methodologies. International Journal of Human-Computer Interaction, 2022, 38, 201-212.	3.3	1
70	Connector. , 0, , 414-425.		1
71	Requisitos para interaãõ em ambiente digital bilãgue. , 2018, , 138-150.		1
72	Personal Learning Enviroments. , 2011, , 67-88.		1

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73	Os desafios e as barreiras das bibliotecas universitárias brasileiras e portuguesas no processo de inclusão e acessibilidade. Páginas A&b, 2017, , 53-74.	0.0	1
74	The Classroom Physical Space as a Learning Ecosystem - Bridging Approaches: Results from a Web Survey. Smart Innovation, Systems and Technologies, 2018, , 39-50.	0.5	1
75	COLLABORATIVE KNOWLEDGE PRACTICE IN A PROJECT WORK CONTEXT: FROM CHALLENGES TO KNOWLEDGE MEDIA STRATEGIES. , 2018, , .		1
76	Audiovisual translation models for visually impaired users of Interactive Television (iTV). Procedia Computer Science, 2022, 196, 647-654.	1.2	1
77	An iTV Audio Description Service: Suggesting Requirements and Features for Visually Impaired Users. Communications in Computer and Information Science, 2011, , 59-68.	0.4	0
78	Portuguese and Brazilian Inclusive University Libraries. , 2016, , .		0
79	Raising inclusion through an online community. , 2016, , .		0
80	Eye Senior Getting Information Adjusted to Seniors with Blindness or Low Vision. , 2019, , .		0
81	Literacia e inclusão digital: Um estudo piloto com jovens em vulnerabilidade social na cidade de Natal-RN. Research, Society and Development, 2021, 10, e27310615859.	0.0	0
82	Accessibility and microcopy remote testing of mobile applications: : The case of the CeNTER platform. , 2021, , .		0
83	The Heritage and Identity of the Pmate Project: Critical Factors for the Redesign. Springer Series in Design and Innovation, 2022, , 665-676.	0.2	0
84	Comunicação e aprendizagem de crianças com necessidades educativas especiais - o desafio da reabilitação on-line. Comunicacao E Sociedade, 0, 2, 711-725.	0.0	0
85	A distributed and co-operative environment to help the rehabilitation of children with Down's syndrome. IFIP Advances in Information and Communication Technology, 2002, , 261-268.	0.5	0
86	Signs Workshop: The Importance of Natural Gestures in the Promotion of Early Communication Skills of Children with Developmental Disabilities. Lecture Notes in Computer Science, 2009, , 245-254.	1.0	0
87	Agile Management of Multimedia Projects: a Case Study. International Journal of Information Processing and Management, 2011, 2, 100-114.	0.1	0
88	Agile Management for Multimedia. Advances in Business Information Systems and Analytics Book Series, 2014, , 178-198.	0.3	0
89	Identificação automática de utilizadores com deficiência visual: a base para um serviço de auxílio descrito personalizado. Redmarka Revista De Marketing Aplicado, 2019, 3, 125-154.	0.1	0
90	Comunidades en línea para la inclusión digital de alumnos con sordera. Redmarka Revista De Marketing Aplicado, 2019, 3, 155-172.	0.1	0

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91	Estrat�gias e modelos de avalia�o utilizados pelos Centros de Recursos TIC no aconselhamento de produtos de apoio para alunos com Necessidades Educativas Especiais. Revista Portuguesa De Educao, 2015, 28, 59.	0.1	0
92	Ambiente de aprendizagem bil�ngue para apoiar uma comunidade de pr�tica. Teknos Revista Cient�fica, 2016, 16, 83.	0.1	0
93	REDESIGNING LEMA: A WEB BASED CLASSROOM APPLICATION TO PROMOTE MATHEMATICAL REASONING IN AUTISTIC CHILDREN. INTED Proceedings, 2017, , .	0.0	0
94	Impact of Psychoeducational Campaign "DEEP" in Portuguese University Students. , 2020, , .		0
95	Acessibilidade no ensino superior na modalidade remota para deficientes visuais: compara�o entre Brasil e Portugal. Revista EDaPECI, 2022, 22, 6-23.	0.0	0