Eva Garcia-Lopez

List of Publications by Year
in descending order

20 papers	468 citations	1040056 9 h-index	839539 18 g-index
22 all docs	22 docs citations	22 times ranked	482 citing authors

#	Article	IF	Citations
1	Applying usability recommendations when developing mobile instant messaging applications. IET Software, 2022, 16, 73-93.	2.1	1
2	Examining Potential of Scents for Enhancement of User Performance with Mobile Apps. Mobile Information Systems, 2022, 2022, 1-11.	0.6	1
3	Implications of using classroom response systems (CRS) on learning performance: An experience of learning analytics. Computer Applications in Engineering Education, 2022, 30, 1161-1174.	3.4	2
4	An Experiment to Discover Usability Guidelines for Designing Mobile Tourist Apps. Wireless Communications and Mobile Computing, 2021, 2021, 1-12.	1.2	4
5	Exploring Impact of Olfactory Stimuli on User Performance on Mobile Platforms. Advances in Intelligent Systems and Computing, 2021, , 1015-1023.	0.6	1
6	Measuring the effects on learning performance and engagement with a gamified social platform in an MSc program. Computer Applications in Engineering Education, 2020, 28, 207-223.	3.4	20
7	Gamifying Massive Online Courses: Effects on the Social Networks and Course Completion Rates. Applied Sciences (Switzerland), 2020, 10, 7065.	2.5	10
8	Identifying Usability Issues in Instant Messaging Apps on iOS and Android Platforms. Mobile Information Systems, 2018, 2018, 1-19.	0.6	10
9	Validation of navigation guidelines for improving usability in the mobile web. Computer Standards and Interfaces, 2017, 52, 51-62.	5.4	17
10	Dataset on the learning performance of ECDL digital skills of undergraduate students for comparing educational gaming, gamification and social networking. Data in Brief, 2017, 11, 155-158.	1.0	5
11	A Systematic Evaluation of Mobile Applications for Instant Messaging on iOS Devices. Mobile Information Systems, 2017, 2017, 1-17.	0.6	9
12	A NEW COMPETENCE-BASED APPROACH FOR PERSONALIZING MOOCS IN A MOBILE COLLABORATIVE AND NETWORKED ENVIRONMENT. RIED: Revista Iberoamericana De Educación A Distancia, 2016, 19, .	1.5	19
13	Social network analysis of a gamified e-learning course: Small-world phenomenon and network metrics as predictors of academic performance. Computers in Human Behavior, 2016, 60, 312-321.	8.5	74
14	On the effectiveness of game-like and social approaches in learning: Comparing educational gaming, gamification & social networking. Computers and Education, 2016, 95, 99-113.	8.3	192
15	An experiment with content distribution methods in touchscreen mobile devices. Applied Ergonomics, 2015, 50, 79-86.	3.1	14
16	Comparing Zooming Methods in Mobile Devices: Effectiveness, Efficiency, and User Satisfaction in Touch and Nontouch Smartphones. International Journal of Human-Computer Interaction, 2015, 31, 777-789.	4.8	10
17	An empirical study on m-learning adaptation: Learning performance and learning contexts. Computers and Education, 2015, 82, 450-459.	8.3	59
18	A New System for Households in Spain to Evaluate and Reduce Their Water Consumption. Water (Switzerland), 2014, 6, 181-195.	2.7	7

#	Article	IF	Citations
19	Water Label to Improve Water Billing in Spanish Households. Water (Switzerland), 2014, 6, 1467-1481.	2.7	7
20	Learning outcomes using objectives with computer science students. , 2014, , .		2