Vladimir Espartaco Robles-Bykbaev

List of Publications by Year
in descending order

105 papers	308 citations	1306789 7 h-index	1473754 9 g-index
112 all docs	112 docs citations	112 times ranked	185 citing authors

#	Article	IF	Citations
1	Robotic Technologies in ADHD Care: Literature Review. IEEE Access, 2022, 10, 608-625.	2.6	6
2	Automatic Adaptation of Open Educational Resources: An Approach From a Multilevel Methodology Based on Students' Preferences, Educational Special Needs, Artificial Intelligence and Accessibility Metadata. IEEE Access, 2022, 10, 9703-9716.	2.6	8
3	Accessibility Challenges in OER and MOOC: MLR Analysis Considering the Pandemic Years. Sustainability, 2022, 14, 3340.	1.6	2
4	Design, Implementation and Evaluation of a Support System for Educators and Therapists to Rate the Acquisition of Pre-Writing Skills. IEEE Access, 2021, 9, 77920-77929.	2.6	7
5	AsiRo-μ: A Multi-purpose Robotic Assistant for Educational Inclusion of Children with Multiple Disabilities. Lecture Notes in Networks and Systems, 2021, , 199-206.	0.5	1
6	Motor Rehabilitation of Children with Multiple Disabilities: a Methodological Proposal Based on Robotic Assistants, Simulation and Uncertain Reasoning. , 2021, , .		1
7	Athetosis Speech and Language Learning Assistant: Case Study. Lecture Notes in Networks and Systems, 2021, , 344-352.	0.5	0
8	Analysis of the Use of Digital Tools as Support in Fine Motor Stimulation Therapy. Lecture Notes in Networks and Systems, 2021, , 544-549.	0.5	0
9	Development of a Hand Rehabilitation Therapy System with Soft Robotic Glove. Advances in Intelligent Systems and Computing, 2020, , 948-958.	0.5	3
10	An Expert System to Design Intervention Strategies for Children with Disabilities in Multi-Sensory Stimulation Environments. Communications in Computer and Information Science, 2020, , 51-63.	0.4	1
11	Assessing Children's Perceptions of Live Interactions With Avatars: Preparations for Use in ASD Therapy in a Multi-Ethnic Context. IEEE Access, 2020, 8, 168456-168469.	2.6	3
12	Robotic Assistant for the Teaching in Trauma Accidents Prevention in Children of Initial Age. , 2020, , .		7
13	Intelligent tutor system to provide automated support to learning pre-reading concepts for children from 5 to 7. , 2020, , .		1
14	Sensorised Low-Cost Pencils for Developing Countries: A Quantitative Analysis of Handwriting Learning Progress in Children with/without Disabilities from a Sustainable Perspective. Sustainability, 2020, 12, 10682.	1.6	4
15	ITaCaS: a serious game and an expert system to support the teaching of sexual-health and hygiene for youth with intellectual disability. , 2020, , .		1
16	An educational tool to teach blind children sexual-health and hygiene through random forest regressors and additive manufacturing. , 2020, , .		0
17	An educational platform based on expert systems, speech recognition, and ludic activities to support the lexical and semantic development in children from 2 to 3 years. , 2019, , .		3
18	An educational environment based on stuffed toy robots, mobile apps, and expert systems to provide support in the early development of children. , 2019, , .		1

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19	A Bespoke Social Network for Deaf Women in Ecuador to Access Information on Sexual and Reproductive Health. International Journal of Environmental Research and Public Health, 2019, 16, 3962.	1.2	7
20	AVATAR: Implementation of a Human-Computer Interface Based on an Intelligent Virtual Agent. , 2019, , .		4
21	On Data Protection Regulations, Big Data and Sledgehammers in Higher Education. Applied Sciences (Switzerland), 2019, 9, 3084.	1.3	2
22	An Ecosystem to Support Cognitive Development in Children Aged 4 to 6, Through Additive Manufacturing and Intelligent Cloud Computing Services. , 2019, , .		0
23	e-Ucumari: A multimedia device based on ontologies and embedded systems for pedagogical support of children with multi-disabilities. , 2019, , .		2
24	Preprocessing the Structural Optimization of the SPELTRA Robotic Assistant by Numerical Simulation Based on Finite Elements. Advances in Intelligent Systems and Computing, 2019, , 116-127.	0.5	1
25	An artificial-vision- and statistical-learning-based method for studying the biodegradation of type I collagen scaffolds in bone regeneration systems. PeerJ, 2019, 7, e7233.	0.9	10
26	An Academic System Based on Ontological Networks to Support the Inference of New Knowledge in Micro and Macro Curriculum in Higher Education. Advances in Intelligent Systems and Computing, 2019, , 316-328.	0.5	0
27	Virtual learning environment for children with disabilities: A proposal based on MOODLE and content management with Over The Top (OTT) technology. , 2018, , .		3
28	Consensus socialization: A contribution to the assessment method center based on the use of a smartpen and the fast fourier transform. , 2018, , .		0
29	Data repository of mobile applications for people with disabilities in the area of communication and language using data mining techniques. , 2018, , .		1
30	An interactive educational platform based on data mining and serious games to contribute to preservation and learning of the CaÃ±ari indigenous cultural heritage in Ecuador. , 2018, , .		3
31	A proposal of a virtual robotic assistant and a rule-based expert system to carry out therapeutic exercises with children with Dyslalia. , 2018, , .		5
32	Recommendation system of authorities and content based on Twitter for language therapy through data mining techniques. , 2018, , .		2
33	An Expert System to Provide Sexual and Reproductive Health Educational Contents for Young Deaf Women. , 2018, , .		0
34	An ontological network to identify accessibility metadata in learning objects: an approach based on Web Content Accessibility Guidelines, schemas, and disabilities analysis. , 2018, , .		0
35	A proposal based on knowledge modeling and ontologies to support the accessibility evaluation process of learning objects. , 2018, , .		6
36	Integration of Data Based on Ontologies for the Generation of a Multimedia Repository of Language and Speech. , 2018, , .		0

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37	A Computer Vision Approach Based on the Retinal Nerve Fiber Thickness Analysis to Estimate the Risk of Suffering Glaucoma. , 2018, , .		1
38	A robotic assistant to support the social and cognitive development of children from low-income families. , 2018, , .		1
39	An expert system based on rules and mobile apps to support the evaluation of auditory function in children from 3 to 6 years. , 2018, , .		0
40	e-Pumapunku: An Interactive App to Teach Children the CaÃ±ari and Inca Indigenous Cultures During Guided Museum Visits. , 2018, , .		3
41	An expert system to recommend contents and guided visits for children: a practical proposal for the Pumapungo Museum of Cuenca, Ecuador. , 2018, , .		0
42	An expert system to support the provisioning of staff with disabilities in industry. , 2018, , .		2
43	A Hybrid System to Support the Psychological Intervention for Children With Autism. International Journal of E-Services and Mobile Applications, 2018, 10, 74-100.	0.6	2
44	An interactive system to automatically generate video summaries and perform subtitles synchronization for persons with hearing loss. , 2018, , .		2
45	An intelligent platform to design and develop low-cost assistive technologies and robotic assistants for children with disabilities. , 2018, , .		2
46	An educational support tool based on robotic assistants, mobile apps, and expert systems for children with Down syndrome. , 2018, , .		2
47	A text filter based multimedia content recommender for children with intellectual disability. , 2018, , .		1
48	Creating an Ontological Networks to Support the Inference of Personality Traits and Facets. , 2018, , .		3
49	An Intelligent System Based on Genetic Algorithms to Generate Study Groups Using Personality Traits and Academic Profiles in Higher Education. , 2018, , .		2
50	An interactive educational tool based on augmented reality, mobile applications and comic strips to teach children the CaÃ±ari and Inca cultures in the Ecuadorian context. , 2018, , .		1
51	An interactive tool based on serious games and fuzzy logic to support the motor development and rehabilitation of children with disabilities. , 2018, , .		2
52	Serious game to improve fine motor skills using Leap Motion. , 2018, , .		3
53	An educational environment based on digital image processing to support the learning process of biomaterials degradation in stem cells. , 2018, , .		0
54	Innovation in the Teaching Practice at University: Some Thoughs and Ideas Applied in Cuenca - Ecuador. , 2018, , .		0

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55	A University Administration System to Automatically Assign Courses to Teachers and Support the Design of Timetables Through Mathematical Modeling and Restrictions Analysis. , 2018, , .		3
56	An Intelligent Educative Environment for Drug Administration Practice in Prehospital Trauma Care: A Multidisciplinary Experience Between the Engineering and Medicine Careers. , 2018, , .		0
57	An interactive ecosystem based on Borda voting schemes and serious games to support the discovery of aggressiveness and inhibition traits on scholar children. , 2018, , .		1
58	Ergonomic Assessment and Analysis of Postural Load of Surgeons Performing Laparoscopic Surgeries in Cuenca, Ecuador. Advances in Intelligent Systems and Computing, 2018, , 427-437.	0.5	2
59	How Is the Quality of Life of Patients with Cerebral Palsy Improved? Qualitative and Quantitative Evaluation of a Communication and Learning Assistance System Based on ICTs. Advances in Intelligent Systems and Computing, 2018, , 73-81.	0.5	7
60	An Intelligent System to Automatically Generate Video-Summaries for Accessible Learning Objects for People with Hearing Loss. Advances in Intelligent Systems and Computing, 2018, , 113-122.	0.5	2
61	Preventing Trauma Accidents in Children: An Ecosystem Based on Interactive Ludic Activities for Mobile and Web-Based Environments. Advances in Intelligent Systems and Computing, 2018, , 122-131.	0.5	1
62	An Intelligent Pen to Assess Anxiety Levels Through Pressure Sensors and Fuzzy Logic. Advances in Intelligent Systems and Computing, 2018, , 64-71.	0.5	0
63	Mathematical Modeling and Ergonomic Study of a Pencil Through Numerical Simulation for Support of the Graphological Presumptive Diagnosis. Advances in Intelligent Systems and Computing, 2018, , 519-528.	0.5	0
64	Design of an Intelligent System for Prediction and Simulation of Writing in Children with Spasticity. Advances in Intelligent Systems and Computing, 2018, , 559-568.	0.5	1
65	Semantic Representation of Information by Ontological Networks to Improve Knowledge Management in Higher Education. , 2018, , .		0
66	Un sistema experto basado en minerÃa de datos y programaciÃ³n entera lineal para soporte en la asignaciÃ³n de materias y diseÃ±o de horarios en educaciÃ³n superior. Enfoqute, 2018, 9, 102-117.	0.3	2
67	IS2MoD: an interactive system based on expert systems and Kinect devices to support the motor rehabilitation and development of children with disabilities. , 2018, , .		0
68	An intelligent ecosystem to improve the information access and knowledge development about sexual and reproductive health on deaf women in Cuenca, Ecuador. , 2018, , .		0
69	A Multifunction Braille Trainer Based on Embedded Systems, Mobile Apps, Rule-based Reasoning and Data Mining for Children with Visual Impairment. Computacion Y Sistemas, 2018, 22, .	0.2	0
70	Onto-SPELTRA: A Robotic Assistant Based on Ontologies and Agglomerative Clustering to Support Speech-Language Therapy for Children with Disabilities. Communications in Computer and Information Science, 2017, , 343-357.	0.4	7
71	CREAMINKA: An Intelligent Ecosystem Based on Ontologies and Artificial Intelligence to Manage Research Processes, Knowledge Generation and Scientific Production in Higher Education. Communications in Computer and Information Science, 2017, , 115-129.	0.4	2
72	Intelligent Nano-Worlds: A New ICT Based Tool for Mental Health Care of Children Living Under Social Vulnerability. Advances in Intelligent Systems and Computing, 2017, , 403-412.	0.5	2

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73	A Recommender System Based on Data Mining Techniques to Support the Automatic Assignment of Courses to Teachers in Higher Education. , 2017, , .		3
74	ISLanD: An informatics intelligent system to support the language development of children from 4 to 5 years. , 2017, , .		0
75	YOCASTA: A ludic-interactive system to support the detection of anxiety and lack of concentration in children with disabilities. , 2017, , .		2
76	An Intelligent Ecosystem to Support the Development of Communication Skills in Children with Autism. Advances in Business Information Systems and Analytics Book Series, 2017, , 109-133.	0.3	3
77	Digital Trainer for the Development of the Fine Motor Ability in Children with Cerebral Palsy. MATEC Web of Conferences, 2016, 68, 20006.	0.1	5
78	An educative environment based on ontologies and e-learning for training on design of speech-language therapy plans for children with disabilities and communication disorders. , 2016, , .		7
79	An intelligent ecosystem to support psychological evaluation and intervention of children under social risk: Towards graphics design validation and new findings. , 2016, , .		0
80	A Didactic Transmitter to Support the Communication and Learning Process of Children with Cerebral Palsy. MATEC Web of Conferences, 2016, 42, 05004.	0.1	8
81	Robotic assistant for support in speech therapy for children with cerebral palsy. , 2016, , .		11
82	A low-cost wearable support system for visually disabled people. , 2016, , .		6
83	An intelligent system based on ontologies and ICT tools to support the diagnosis and intervention of children with autism. , 2016, , .		12
84	An ontology-based expert system to generate therapy plans for children with disabilities and communication disorders. , 2016, , .		13
85	A robotic assistant to support the development of communication skills of children with disabilities. , 2016, , .		5
86	SPELTA-Miner: An expert system based on data mining and multilabel classification to design therapy plans for communication disorders. , 2016, , .		6
87	Evaluation of an Expert System for the Generation of Speech and Language Therapy Plans. JMIR Medical Informatics, 2016, 4, e23.	1.3	2
88	IESAMI: An Intelligent Environment to Support the Academic Monitoring and Inclusion of Students with Disabilities in University. Advances in Intelligent Systems and Computing, 2016, , 97-107.	0.5	0
89	A PROPOSAL OF AN ECOSYSTEM BASED ON INTELLIGENT ICT TOOLS TO SUPPORT THE DIAGNOSIS AND INTERVENTION OF PATIENTS WITH COMMUNICATION DISORDERS. Ingenius: Revista De Ciencia Y TecnologÃa, 2016, , .	0.1	1
90	NeoPlag: An Ecosystem to Support the Development and Evaluation of New Algorithms to Detect Plagiarism. , 2015, , .		0

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91	An approach based on Fourier descriptors and decision trees to perform presumptive diagnosis of esophagitis for educational purposes. , 2015, , .		6
92	An intelligent ecosystem to support the psychological diagnosis and intervention of children under social vulnerability. , 2015, , .		2
93	SPELTRA: A Robotic Assistant for Speech-and-Language Therapy. Lecture Notes in Computer Science, 2015, , 525-534.	1.0	7
94	SPELTA: An expert system to generate therapy plans for speech and language disorders. Expert Systems With Applications, 2015, 42, 7641-7651.	4.4	17
95	RAMSES : a robotic assistant and a mobile support environment for speech and language therapy. , 2015, , .		5
96	ADACOF: una aproximaciÃ³n educativa basada en TIC para el aprendizaje digital de la articulaciÃ³n del cÃ³digo fonÃ©tico en niÃ±os con discapacidad. Perfiles Educativos, 2015, 37, .	0.1	8
97	Modelling Domain Knowledge of Speech and Language Therapy with an OWL Ontology and OpenEHR Archetypes. , 2015, , .		0
98	An Ecosystem of Intelligent ICT Tools for Speech-Language Therapy Based on a Formal Knowledge Model. Studies in Health Technology and Informatics, 2015, 216, 50-4.	0.2	3
99	SA<sup>3</sup>M: An interactive robot to provide support for the elderly. , 2014, , .		1
100	A proposal based on color descriptors and local binary patterns histogram as support tool in presumptive diagnosis of hiatus hernia. , 2014, , .		1
101	Maturation Assessment System for Speech and Language Therapy based on Multilevel PAM and KNN. Procedia Technology, 2014, 16, 1265-1270.	1.1	5
102	Fuzzy controller for automatic microphone gain control in an autonomous support system for elderly. , 2014, , .		3
103	Web accessibility in Ecuador: a new approach to implement policies and creation of the first web observatory. , 2014, , .		0
104	An educational approach to generate new tools for education support of children with disabilities. , 2011, , .		7
105	Borda-Based Voting Schemes for Semantic Role Labeling. Lecture Notes in Computer Science, 2010, , 189-196.	1.0	2