

MarÃ-a Luisa RodrÃ-guez-Almendros

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6055803/publications.pdf>

Version: 2024-02-01

14
papers

397
citations

1307366

7
h-index

1199470

12
g-index

15
all docs

15
docs citations

15
times ranked

374
citing authors

#	ARTICLE	IF	CITATIONS
1	Mobile learning technology based on iOS devices to support students with special education needs. Computers and Education, 2013, 61, 77-90.	5.1	251
2	Ontology-driven analysis of UML-based collaborative processes using OWL-DL and CPN. Science of Computer Programming, 2010, 75, 726-760.	1.5	31
3	Definition and use of Computation Independent Models in an MDA-based groupware development process. Science of Computer Programming, 2007, 66, 25-43.	1.5	28
4	Enabling correct design and formal analysis of Ambient Assisted Living systems. Journal of Systems and Software, 2012, 85, 498-510.	3.3	25
5	Integration of collaboration and interaction analysis mechanisms in a concern-based architecture for groupware systems. Science of Computer Programming, 2012, 77, 29-45.	1.5	20
6	SIGUEME: Technology-based intervention for low-functioning autism to train skills to work with visual signifiers and concepts. Research in Developmental Disabilities, 2017, 64, 25-36.	1.2	12
7	Construction of interaction observation systems for collaboration analysis in groupware applications. Advances in Engineering Software, 2009, 40, 1242-1250.	1.8	10
8	Sc@ut: Platform for Communication in Ubiquitous and Adaptive Environments Applied for Children with Autism. Lecture Notes in Computer Science, 2004, , 50-67.	1.0	7
9	Adaptive and Context-Aware Hypermedia Model for Users with Communication Disabilities. , 2006, , 19-28.		5
10	Design guide and usability questionnaire to develop and assess VIRTRAEL, a web-based cognitive training tool for the elderly. Behaviour and Information Technology, 2020, , 1-20.	2.5	2
11	Visual Working Memory Training of the Elderly in VIRTRAEL Personalized Assistant. Intelligent Systems Reference Library, 2018, , 57-76.	1.0	2
12	Real Time User Adaptation and Collaboration in Web Based Cognitive Stimulation for Elderly People. Advances in Intelligent Systems and Computing, 2016, , 367-375.	0.5	2
13	Designing User Interfaces for Collaborative Applications: A Model-Based Approach. , 2009, , 1-11.		0
14	Early Stimulation with Tactile Devices of Visually Impaired Children. Lecture Notes in Computer Science, 2016, , 85-91.	1.0	0