

# Maria-Jesus Agost

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6161874/publications.pdf>

Version: 2024-02-01

23  
papers

174  
citations

1478505

6  
h-index

1125743

13  
g-index

26  
all docs

26  
docs citations

26  
times ranked

157  
citing authors

| #  | ARTICLE  | IF  | CITATIONS |
|----|--|-----|-----------|
| 1  | Hand kinematics in osteoarthritis patients while performing functional activities. Disability and Rehabilitation, 2023, 45, 1124-1130.   | 1.8 | 6         |
| 2  | CAD training for digital product quality: a formative approach with computer-based adaptable resources for self-assessment. International Journal of Technology and Design Education, 2022, 32, 1393-1411. | 2.6 | 3         |
| 3  | The Use of New Presentation Technologies in Electronic Sales Environments and Their Influence on Product Perception. Lecture Notes in Computer Science, 2021, , 3-15.                                      | 1.3 | 0         |
| 4  | EXPERIENCING FLIPPED CLASSROOM METHODOLOGY IN GRAPHIC ENGINEERING TEACHING. , 2021, , .  |     | 1         |
| 5  | Natural elements in the designer's work environment influence the creativity of their results. Journal of Building Engineering, 2020, 28, 101033.  | 3.4 | 18        |
| 6  | Principles of Affective Design in Consumers' Response to Sustainability Design Strategies. Sustainability, 2020, 12, 10573.  | 3.2 | 5         |
| 7  | The effect of nature on designers' creativity, according to their personality profile. AEJ - Alexandria Engineering Journal, 2020, 59, 987-998.  | 6.4 | 6         |
| 8  | Introducing Parametric CAD in a First Year Course in Engineering Degree: A Case Study. Lecture Notes in Mechanical Engineering, 2020, , 411-419.   | 0.4 | 0         |
| 9  | THE APPLICATION OF A GAMIFIED EXPERIENCE BASED ON BREAKOUTS EDUS IN AN INDUSTRIAL DESIGN ENGINEERING DEGREE. , 2020, , .   |     | 0         |
| 10 | IMPORTANCE OF CLASSWORK ACTIVITIES IN GRAPHIC EXPRESSION SUBJECT: A CASE STUDY IN ENGINEERING DEGREES. , 2020, , .   |     | 0         |
| 11 | Teachers as designers of formative e-rubrics: a case study on the introduction and validation of go/no-go criteria. Universal Access in the Information Society, 2019, 18, 675-688.                        | 3.0 | 5         |
| 12 | Anthropometric characterisation of palm and finger shapes to complement current glove-sizing systems. International Journal of Industrial Ergonomics, 2019, 74, 102836.                                    | 2.6 | 13        |
| 13 | Dorsal and palmar aspect dimensions of hand anthropometry for designing hand tools and protections. Human Factors and Ergonomics in Manufacturing, 2018, 28, 17-28.  | 2.7 | 30        |
| 14 | NEW FEATURES FOR PROVIDING E-RUBRICS WITH ADAPTABLE PROPERTIES. , 2018, , .  |     | 0         |
| 15 | Face-based constructive approach in 3D environment to facilitate the interpretation of multiview orthographic projection to future engineers. , 2015, , .  |     | 0         |
| 16 | Relationship between meanings, emotions, product preferences and personal values. Application to ceramic tile floorings. Applied Ergonomics, 2014, 45, 1076-1086.  | 3.1 | 29        |
| 17 | Perception of products by progressive multisensory integration. A study on hammers. Applied Ergonomics, 2011, 42, 652-664.   | 3.1 | 23        |
| 18 | Information dependences about customer preferences in the NPD Process. , 2010, , .   |     | 0         |

| #  | ARTICLE  | IF  | CITATIONS |
|----|--|-----|-----------|
| 19 | Taking the Customer into Account in Collaborative Design. Lecture Notes in Computer Science, 2010, , 174-177.  | 1.3 | 1         |
| 20 | Ceramic tile design: A case study of collaborative New-Product Development in fashion-driven chains. , 2009, , .   |     | 2         |
| 21 | Activity modelling in a collaborative ceramic tile design chain: an enhanced IDEF0 approach. Research in Engineering Design - Theory, Applications, and Concurrent Engineering, 2008, 19, 1-20.        | 2.1 | 17        |
| 22 | Use of Patterns for Knowledge Management in the Ceramic Tile Design Chain. Lecture Notes in Computer Science, 2006, , 65-74.   | 1.3 | 3         |
| 23 | How the type of methodology used, when working in a natural environment, affects the designer's creativity. Research in Engineering Design - Theory, Applications, and Concurrent Engineering, 0, , 1. | 2.1 | 3         |