

Dias, Sb

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6338374/publications.pdf>

Version: 2024-02-01

52
papers

472
citations

840776

11
h-index

794594

19
g-index

55
all docs

55
docs citations

55
times ranked

349
citing authors

#	ARTICLE	IF	CITATIONS
1	FuzzyQoI model: A fuzzy logic-based modelling of users' quality of interaction with a learning management system under blended learning. Computers and Education, 2013, 69, 38-59.	8.3	47
2	DeepLMS: a deep learning predictive model for supporting online learning in the Covid-19 era. Scientific Reports, 2020, 10, 19888.	3.3	47
3	Fuzzy cognitive mapping of LMS users' Quality of Interaction within higher education blended-learning environment. Expert Systems With Applications, 2015, 42, 7399-7423.	7.6	43
4	Towards an Intelligent Learning Management System Under Blended Learning. Intelligent Systems Reference Library, 2014, , .	1.2	35
5	Computer-based concept mapping combined with learning management system use: An explorative study under the self- and collaborative-mode. Computers and Education, 2017, 107, 127-146.	8.3	35
6	Diagnostic accuracy of keystroke dynamics as digital biomarkers for fine motor decline in neuropsychiatric disorders: a systematic review and meta-analysis. Scientific Reports, 2022, 12, 7690.	3.3	30
7	Parkinson's Disease Detection Based on Running Speech Data From Phone Calls. IEEE Transactions on Biomedical Engineering, 2022, 69, 1573-1584.	4.2	27
8	Motor Impairment Estimates via Touchscreen Typing Dynamics Toward Parkinson's Disease Detection From Data Harvested In-the-Wild. Frontiers in ICT, 2018, 5, .	3.6	25
9	Sentiment Analysis Techniques and Applications in Education: A Survey. Communications in Computer and Information Science, 2019, , 412-427.	0.5	25
10	Blended Learning in Higher Education: Different Needs, Different Profiles. Procedia Computer Science, 2012, 14, 438-446.	2.0	17
11	Early Parkinson's Disease Detection via Touchscreen Typing Analysis using Convolutional Neural Networks. , 2019, 2019, 3535-3538.		14
12	Serious games as a means for holistically supporting Parkinson's Disease patients: The i-PROGNOSIS personalized game suite framework. , 2017, , .		13
13	Innovative Parkinson's Disease Patients' Motor Skills Assessment: The i-PROGNOSIS Paradigm. Frontiers in Computer Science, 2020, 2, .	2.8	11
14	Assistive HCI-Serious Games Co-design Insights: The Case Study of i-PROGNOSIS Personalized Game Suite for Parkinson's Disease. Frontiers in Psychology, 2020, 11, 612835.	2.1	11
15	Personalised nutrition for healthy living: The PROTEIN project. Nutrition Bulletin, 2021, 46, 77-87.	1.8	9
16	Active and healthy ageing for Parkinson's disease patients' support: A user's perspective within the i-PROGNOSIS framework. , 2016, , .		8
17	On Supporting Parkinson's Disease Patients: The i-Prognosis Personalized Game Suite Design Approach. , 2017, , .		7
18	On modeling the quality of concept mapping toward more intelligent online learning feedback: a fuzzy logic-based approach. Universal Access in the Information Society, 2020, 19, 485-498.	3.0	6

#	ARTICLE	IF	CITATIONS
19	E-Learning Exequibility in the Information and Knowledge Society. Intelligent Systems Reference Library, 2014, , 3-19.	1.2	6
20	On Exploring Design Elements in Assistive Serious Games for Parkinsonâ€™s Disease Patients: The i-PROGNOSIS Exergames Paradigm. , 2018, , .		5
21	On Modeling the Quality of Nutrition for Healthy Ageing Using Fuzzy Cognitive Maps. Lecture Notes in Computer Science, 2016, , 332-343.	1.3	5
22	Machine Learning-Based Analysis of Digital Movement Assessment and ExerGame Scores for Parkinson's Disease Severity Estimation. Frontiers in Psychology, 2022, 13, 857249.	2.1	5
23	Users' Perspective on the AI-Based Smartphone PROTEIN App for Personalized Nutrition and Healthy Living: A Modified Technology Acceptance Model (mTAM) Approach. Frontiers in Nutrition, 0, 9, .	3.7	5
24	Exergames for Parkinson's Disease Patients: How Participatory Design Led to Technology Adaptation. Studies in Health Technology and Informatics, 2018, 251, 78-81.	0.3	4
25	FISCMAP. , 2016, , .		3
26	Towards an Intelligent Learning Management System: The A/B/C-TEACH Approach. Communications in Computer and Information Science, 2019, , 397-411.	0.5	3
27	Motion Analysis on Depth Camera Data to Quantify Parkinsonâ€™s Disease Patientsâ€™ Motor Status Within the Framework of I-Prognosis Personalized Game Suite. , 2020, , .		3
28	Exploring B-Learning Scenarios Using Fuzzy Logic-Based Modeling of Usersâ€™ LMS Quality of Interaction in Ergonomics and Psychomotor Rehabilitation Academic Courses. Lecture Notes in Computer Science, 2014, , 233-243.	1.3	3
29	Embracing and Embedding Techno-Pedagogical Strategies. Intelligent Systems Reference Library, 2014, , 35-51.	1.2	2
30	On Capturing Older Adultsâ€™ Smartphone Keyboard Interaction as a Means for Behavioral Change Under Emotional Stimuli Within i-PROGNOSIS Framework. Lecture Notes in Computer Science, 2017, , 346-356.	1.3	2
31	Care4MyHeart-PSG: A Personalized Serious Game Platform to Empower Phase III Cardiac Rehabilitation of Cardiovascular Disease Patients in UAE. Lecture Notes in Computer Science, 2020, , 233-250.	1.3	2
32	From Blended to Inclusive Learning Environment. Intelligent Systems Reference Library, 2014, , 169-182.	1.2	1
33	On Modeling Usersâ€™ Quality of Interaction with LMS Using Fuzzy Logic. Intelligent Systems Reference Library, 2014, , 151-168.	1.2	0
34	Frailty, falls, and functional loss education: The 3Fights@Edu MOOC perspective. , 2016, , .		0
35	Using Art and Technology to support Geometry Learning for All. , 2018, , .		0
36	Mobile devices in lifelong learning: Setting a research agenda. , 2018, , .		0

#	ARTICLE	IF	CITATIONS
37	FuzzyQoI-Based Estimation of the Quality of Interaction in Online Learning Amid Covid-19: A Greek Case-Study. Communications in Computer and Information Science, 2021, , 249-262.	0.5	0
38	Telemann's Fantasia No 2 À Travers Sans Basse: Compositional Intentions, Performance Characteristics and Audio Footprint Signal Processing Analysis. A NIME Reader Fifteen Years of New Interfaces for Musical Expression, 2021, , 31-47.	0.1	0
39	Epitome. , 2007, , 492-499.		0
40	Data Preparation and Implementation. Intelligent Systems Reference Library, 2014, , 69-77.	1.2	0
41	Rethinking Blended Instruction: Academic Community and Teachers's Profiles. Intelligent Systems Reference Library, 2014, , 117-132.	1.2	0
42	Coda and Critical Discussion: A Systemic Analysis of an Intelligent OLE. Intelligent Systems Reference Library, 2014, , 185-207.	1.2	0
43	Coresponsibility on Negotiation Process and Issues in Blended Instruction. Intelligent Systems Reference Library, 2014, , 21-34.	1.2	0
44	Data Treatment Techniques. Intelligent Systems Reference Library, 2014, , 79-96.	1.2	0
45	On Approaching Usability Issues in an OLE. Intelligent Systems Reference Library, 2014, , 99-115.	1.2	0
46	Concluding Remarks and Probing Further. Intelligent Systems Reference Library, 2014, , 209-218.	1.2	0
47	Data Collection Strategies. Intelligent Systems Reference Library, 2014, , 55-68.	1.2	0
48	Towards an Enriched LMS for B-Learning Environment: Students's Profiles. Intelligent Systems Reference Library, 2014, , 133-149.	1.2	0
49	Towards a Hybrid World - The Fuzzy Quality of Collaboration/Interaction (FuzzyQoC/I) Hybrid Model in the Semantic Web 3.0. , 2015, , .		0
50	Enhancing Blended Environments Through Fuzzy Cognitive Mapping of LMS Users's Quality of Interaction: The Rare and Contemporary Dance Paradigms. Lecture Notes in Computer Science, 2015, , 31-42.	1.3	0
51	Exploring the Potential of Computer-Based Concept Mapping Under Self-and Collaborative Mode Within Emerging Learning Environments. , 2018, , 101-122.		0
52	Cross-Course and Multi-course Sentiment Classification of Student Posts. Lecture Notes in Computer Science, 2020, , 55-65.	1.3	0