# Dias, Sb

## List of Publications by Year in descending order

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|---|---|---|---|
| 52 papers | 472 citations | 840776<br>11 h-index | 794594<br>19 g-index |
| 55 all docs | 55 docs citations | 55 times ranked | 349 citing authors |

| # | Article | IF | Citations |
|---|---------|----|-----------| 
| 1 | Parkinson's Disease Detection Based on Running Speech Data From Phone Calls. IEEE Transactions on Biomedical Engineering, 2022, 69, 1573-1584. | 4.2 | 27 |
| 2 | 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 |
| 3 | 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 |
| 4 | 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 |
| 5 | Telemann's Fantasia No 2 Ã 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 |
| 6 | PeRsOnalised nutriTion for hEalthy livINg: The PROTEIN project. Nutrition Bulletin, 2021, 46, 77-87. | 1.8 | 9 |
| 7 | 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 |
| 8 | Innovative Parkinson's Disease Patients' Motor Skills Assessment: The i-PROGNOSIS Paradigm. Frontiers in Computer Science, 2020, 2, . | 2.8 | 11 |
| 9 | DeepLMS: a deep learning predictive model for supporting online learning in the Covid-19 era. Scientific Reports, 2020, 10, 19888. | 3.3 | 47 |
| 10 | Motion Analysis on Depth Camera Data to Quantify Parkinson's Disease Patients' Motor Status Within the Framework of I-Prognosis Personalized Game Suite. , 2020, , . | | 3 |
| 11 | 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 |
| 12 | Cross-Course and Multi-course Sentiment Classification of Student Posts. Lecture Notes in Computer Science, 2020, , 55-65. | 1.3 | 0 |
| 13 | 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 |
| 14 | Towards an Intelligent Learning Management System: The A/B/C-TEACH Approach. Communications in Computer and Information Science, 2019, , 397-411. | 0.5 | 3 |
| 15 | Sentiment Analysis Techniques and Applications in Education: A Survey. Communications in Computer and Information Science, 2019, , 412-427. | 0.5 | 25 |
| 16 | Early Parkinson's Disease Detection via Touchscreen Typing Analysis using Convolutional Neural Networks. , 2019, 2019, 3535-3538. | | 14 |
| 17 | Using Art and Technology to support Geometry Learning for All. , 2018, , . | | 0 |
| 18 | Mobile devices in lifelong learning: Setting a research agenda. , 2018, , . | | 0 |

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|---|---------|-----|-----------|
| 19 | 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 |
| 20 | On Exploring Design Elements in Assistive Serious Games for Parkinsonâ€™s Disease Patients: The i-PROGNOSIS Exergames Paradigm. , 2018, , . | | 5 |
| 21 | Exploring the Potential of Computer-Based Concept Mapping Under Self-and Collaborative Mode Within Emerging Learning Environments. , 2018, , 101-122. | | 0 |
| 22 | 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 |
| 23 | 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 |
| 24 | Serious games as a means for holistically supporting Parkinson's Disease patients: The i-PROGNOSIS personalized game suite framework. , 2017, , . | | 13 |
| 25 | On Supporting Parkinson's Disease Patients: The i-Prognosis Personalized Game Suite Design Approach. , 2017, , . | | 7 |
| 26 | 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 |
| 27 | Active and healthy ageing for Parkinson's disease patients' support: A user's perspective within the i-PROGNOSIS framework. , 2016, , . | | 8 |
| 28 | Frailty, falls, and functional loss education: The 3Fights@Edu MOOC perspective. , 2016, , . | | 0 |
| 29 | FISCMAP. , 2016, , . | | 3 |
| 30 | On Modeling the Quality of Nutrition for Healthy Ageing Using Fuzzy Cognitive Maps. Lecture Notes in Computer Science, 2016, , 332-343. | 1.3 | 5 |
| 31 | Fuzzy cognitive mapping of LMS usersâ€™ Quality of Interaction within higher education blended-learning environment. Expert Systems With Applications, 2015, 42, 7399-7423. | 7.6 | 43 |
| 32 | Towards a Hybrid World - The Fuzzy Quality of Collaboration/Interaction (FuzzyQoC/I) Hybrid Model in the Semantic Web 3.0. , 2015, , . | | 0 |
| 33 | Enhancing Blended Environments Through Fuzzy Cognitive Mapping of LMS Usersâ€™ Quality of Interaction: The Rare and Contemporary Dance Paradigms. Lecture Notes in Computer Science, 2015, , 31-42. | 1.3 | 0 |
| 34 | On Modeling Usersâ€™ Quality of Interaction with LMS Using Fuzzy Logic. Intelligent Systems Reference Library, 2014, , 151-168. | 1.2 | 0 |
| 35 | Towards an Intelligent Learning Management System Under Blended Learning. Intelligent Systems Reference Library, 2014, , . | 1.2 | 35 |
| 36 | E-Learning Exequibility in the Information and Knowledge Society. Intelligent Systems Reference Library, 2014, , 3-19. | 1.2 | 6 |

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|---|---------|-----|-----------|
| 37 | Exploring B-Learning Scenarios Using Fuzzy Logic-Based Modeling of Users’ LMS Quality of Interaction in Ergonomics and Psychomotor Rehabilitation Academic Courses. Lecture Notes in Computer Science, 2014, , 233-243. | 1.3 | 3 |
| 38 | Data Preparation and Implementation. Intelligent Systems Reference Library, 2014, , 69-77. | 1.2 | 0 |
| 39 | Rethinking Blended Instruction: Academic Community and Teachers’ Profiles. Intelligent Systems Reference Library, 2014, , 117-132. | 1.2 | 0 |
| 40 | Coda and Critical Discussion: A Systemic Analysis of an Intelligent OLE. Intelligent Systems Reference Library, 2014, , 185-207. | 1.2 | 0 |
| 41 | Embracing and Embedding Techno-Pedagogical Strategies. Intelligent Systems Reference Library, 2014, , 35-51. | 1.2 | 2 |
| 42 | Coresponsibility on Negotiation Process and Issues in Blended Instruction. Intelligent Systems Reference Library, 2014, , 21-34. | 1.2 | 0 |
| 43 | Data Treatment Techniques. Intelligent Systems Reference Library, 2014, , 79-96. | 1.2 | 0 |
| 44 | From Blended to Inclusive Learning Environment. Intelligent Systems Reference Library, 2014, , 169-182. | 1.2 | 1 |
| 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’ Profiles. Intelligent Systems Reference Library, 2014, , 133-149. | 1.2 | 0 |
| 49 | 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 |
| 50 | Blended Learning in Higher Education: Different Needs, Different Profiles. Procedia Computer Science, 2012, 14, 438-446. | 2.0 | 17 |
| 51 | Epitome. , 2007, , 492-499. | | 0 |
| 52 | 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 |