

Jorge MartÃ-n-GutiÃ©rrez

List of Publications by Year in descending order

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Version: 2024-02-01

72
papers

1,551
citations

516215

16
h-index

344852

36
g-index

77
all docs

77
docs citations

77
times ranked

1307
citing authors

#	ARTICLE	IF	CITATIONS
1	Augmented reality to promote collaborative and autonomous learning in higher education. Computers in Human Behavior, 2015, 51, 752-761.	5.1	285
2	Design and validation of an augmented book for spatial abilities development in engineering students. Computers and Graphics, 2010, 34, 77-91.	1.4	250
3	Virtual Technologies Trends in Education. Eurasia Journal of Mathematics, Science and Technology Education, 2017, 13, .	0.7	225
4	Editorial: Learning Strategies in Engineering Education Using Virtual and Augmented Reality Technologies. Eurasia Journal of Mathematics, Science and Technology Education, 2017, 13, .	0.7	100
5	Interactive Tourist Guide: Connecting Web 2.0, Augmented Reality and QR Codes. Procedia Computer Science, 2013, 25, 338-344.	1.2	50
6	Improving Strategy of Self-Learning in Engineering: Laboratories with Augmented Reality. Procedia, Social and Behavioral Sciences, 2012, 51, 832-839.	0.5	48
7	A Digital Reconstruction of a Historical Building and Virtual Reintegration of Mural Paintings to Create an Interactive and Immersive Experience in Virtual Reality. Applied Sciences (Switzerland), 2020, 10, 597.	1.3	47
8	Virtual Worlds. Opportunities and Challenges in the 21st Century. Procedia Computer Science, 2013, 25, 330-337.	1.2	39
9	Low Cost Augmented Reality and RFID Application for Logistics Items Visualization. Procedia Computer Science, 2013, 26, 3-13.	1.2	29
10	Virtual Technologies to Develop Visual-Spatial Ability in Engineering Students. Eurasia Journal of Mathematics, Science and Technology Education, 2016, 13, .	0.7	29
11	Evaluating the Usability of an Augmented Reality Based Educational Application. Lecture Notes in Computer Science, 2010, , 296-306.	1.0	27
12	Augmented Reality to Training Spatial Skills. Procedia Computer Science, 2015, 77, 33-39.	1.2	24
13	AR Graphic Representation of Musical Notes for Self-Learning on Guitar. Applied Sciences (Switzerland), 2019, 9, 4527.	1.3	23
14	Using communication and visualization technologies with senior citizens to facilitate cultural access and self-improvement. Computers in Human Behavior, 2017, 66, 329-344.	5.1	22
15	International Comparative Pilot Study of Spatial Skill Development in Engineering Students through Autonomous Augmented Reality-Based Training. Symmetry, 2020, 12, 1401.	1.1	21
16	Spatial Skills and Perceptions of Space: Representing 2D Drawings as 3D Drawings inside Immersive Virtual Reality. Applied Sciences (Switzerland), 2021, 11, 1475.	1.3	21
17	Dynamic three-dimensional illustrator for teaching descriptive geometry and training visualisation skills. Computer Applications in Engineering Education, 2013, 21, 8-25.	2.2	19
18	Mixed reality for development of spatial skills of first-year engineering students. , 2011, , .		17

#	ARTICLE	IF	CITATIONS
19	Development of an augmented reality based remedial course to improve the spatial ability of engineering students. , 2012, , .		17
20	Augmented Reality Technology Spreads Information about Historical Graffiti in Temple of Debod. Procedia Computer Science, 2015, 75, 390-397.	1.2	16
21	AR_Dehaes: An Educational Toolkit Based on Augmented Reality Technology for Learning Engineering Graphics. , 2010, , .		15
22	The Drawing and Perception of Architectural Spaces through Immersive Virtual Reality. Sustainability, 2021, 13, 6223.	1.6	15
23	Comparative Analysis between Training Tools in Spatial Skills for Engineering Graphics Students based in Virtual Reality, Augmented Reality and PDF3D Technologies. Procedia Computer Science, 2013, 25, 360-363.	1.2	14
24	Architectural Indoor Analysis: A Holistic Approach to Understand the Relation of Higher Education Classrooms and Academic Performance. Sustainability, 2019, 11, 6558.	1.6	13
25	Improving Spatial Skills: An Orienteering Experience in Real and Virtual Environments with First Year Engineering Students. Procedia Computer Science, 2013, 25, 428-435.	1.2	12
26	Introducing Immersive Virtual Reality in the Initial Phases of the Design Process—Case Study: Freshmen Designing Ephemeral Architecture. Buildings, 2022, 12, 518.	1.4	11
27	Proposal of methodology for learning of standard mechanical elements using augmented reality. , 2011, , .		10
28	Methodologies and Tools to Improve Spatial Ability. Procedia, Social and Behavioral Sciences, 2012, 51, 736-744.	0.5	9
29	Hand Gestures in Virtual and Augmented 3D Environments for Down Syndrome Users. Applied Sciences (Switzerland), 2019, 9, 2641.	1.3	9
30	Using different methodologies and technologies to training spatial skill in Engineering Graphic subjects. , 2013, , .		8
31	Augmented Reality Application Assistant for Spatial Ability Training. HMD vs Computer Screen Use Study. Procedia, Social and Behavioral Sciences, 2013, 93, 49-53.	0.5	8
32	Medios de comunicaci3n impresos y realidad aumentada, una asociaci3n con futuro. Arbor, 2016, 192, a292.	0.1	8
33	Augmented Reality to Facilitate Learning of the Acoustic Guitar. Applied Sciences (Switzerland), 2020, 10, 2425.	1.3	8
34	Mixed Reality for Learning Standard Mechanical Elements. , 2011, , .		7
35	Realidad aumentada e innovaci3n tecnol3gica en prensa. La experiencia de ver y escuchar un peri3dico impreso. Estudios Sobre El Mensaje Periodistico, 2013, 19, .	0.3	7
36	Using mobile devices and internet technologies in problem-based learning: Design of a suitable active and collaborative learning environment in engineering education. , 2014, , .		6

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37	Open Data Motion Capture: MOCAP-ULL Database. <i>Procedia Computer Science</i> , 2015, 75, 316-326.	1.2	6
38	Mapping of Conceptual Framework for Augmented Reality Application in Logistics. , 2020, , .		6
39	The Limited Effect of Graphic Elements in Video and Augmented Reality on Children's Listening Comprehension. <i>Applied Sciences (Switzerland)</i> , 2020, 10, 527.	1.3	5
40	Analysing Touchscreen Gestures: A Study Based on Individuals with Down Syndrome Centred on Design for All. <i>Sensors</i> , 2021, 21, 1328.	2.1	4
41	Audiovisualización del papel. Usos del código QR para innovar en la industria periodística impresa. <i>Innovar</i> , 2014, 24, 67-80.	0.1	4
42	Problem-Based Learning Approach in Marine Engineering Education Using Mobile Devices and Internet Tools. , 2014, , .		3
43	Design and usability of learning objects applied in graphic expression. <i>Computer Applications in Engineering Education</i> , 2018, 26, 1134-1149.	2.2	3
44	Having a Smarter City through Digital Urban Interfaces: An Evaluation Method. <i>Applied Sciences (Switzerland)</i> , 2019, 9, 3498.	1.3	3
45	Project-Oriented Problem-Based Learning for an Entrepreneurial Vision in Engineering Education. <i>Lecture Notes in Computer Science</i> , 2018, , 483-491.	1.0	3
46	Productivity Improvement by Using Social-Annotations about Design Intent in CAD Modelling Process. <i>Lecture Notes in Computer Science</i> , 2011, , 153-161.	1.0	3
47	Augmented Reality Approach to Domestic Maintenance Tasks. <i>Communications in Computer and Information Science</i> , 2011, , 125-129.	0.4	3
48	Applying CAD Tools in the "Project" Methodology to Enhance Learning. <i>Procedia, Social and Behavioral Sciences</i> , 2013, 93, 107-110.	0.5	2
49	Evaluation of Full-Body Gestures Performed by Individuals with Down Syndrome: Proposal for Designing User Interfaces for All Based on Kinect Sensor. <i>Sensors</i> , 2020, 20, 3930.	2.1	2
50	An Augmented Tourist Guide of a World Heritage City. <i>Communications in Computer and Information Science</i> , 2013, , 282-286.	0.4	2
51	Generic User Manual for Maintenance of Mountain Bike Brakes Based on Augmented Reality. , 2011, , .		2
52	Augmented Books Applied to Engineering: An Attractive Tool for the Student and Useful for Learning. , 2011, , .		1
53	Training of Spatial Ability on Engineering Students Through a Remedial Course Based on Augmented Reality. , 2012, , .		1
54	Virtual and Augmented Reality in Education Preface VARE2013. <i>Procedia Computer Science</i> , 2013, 25, 1-3.	1.2	1

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55	Detection of Learning needs in the Teaching staff Regarding the use of a Virtual Campus at La Laguna University. <i>Procedia, Social and Behavioral Sciences</i> , 2013, 93, 1333-1336.	0.5	1
56	Managing first PBL experiences: Cross competences in a traditional environment. , 2015, , .		1
57	Project-oriented Problem Based Learning to build skills linked with industrial controllers. , 2018, , .		1
58	Influence of Learning Objects of Graphics Architecture on Motivation. <i>SAGE Open</i> , 2020, 10, 215824402093588.	0.8	1
59	Improving the Professional Competencies of Architect Students. <i>Lecture Notes in Computer Science</i> , 2018, , 60-70.	1.0	1
60	Analysis of digital images with DStretch as a support for the virtual restoration of an historical mural painting in San Cristóbal de La Laguna. <i>Conservar Patrimonio</i> , 2020, 34, 35-49.	0.5	1
61	¿Tienen razón los investigadores al quejarse de la información periodística sobre ciencias? Experiencias con alumnos de Periodismo y científicos. <i>Revista Española De Documentación Científica</i> , 2015, 38, e104.	0.1	1
62	Perceived Sensations in Architectural Spaces through Immersive Virtual Reality. <i>Vitruvio</i> , 2021, 6, 70-81.	0.2	1
63	Predictive models on improvement of spatial abilities in controlled training. , 2012, , .		0
64	Training With Augmented Reality on Engineering Degrees. , 2012, , .		0
65	Considerations on Designing a Geo-targeted AR Application. <i>Procedia Computer Science</i> , 2013, 25, 436-442.	1.2	0
66	Training to Improve Spatial Orientation in Engineering Students Using Virtual Environments. <i>Lecture Notes in Computer Science</i> , 2014, , 96-104.	1.0	0
67	ElectAR, an Augmented Reality App for Diagram Recognition. <i>Communications in Computer and Information Science</i> , 2017, , 435-440.	0.4	0
68	Influencia de la motivación en los enfoques de aprendizaje de los estudiantes de arquitectura al usar objetos de aprendizaje digitales. <i>Revista de Documentación</i> , 2018, 18, .	0.1	0
69	Efectos motivacionales al usar Objetos de Aprendizaje Digitales para Expresión Gráfica en los estudios de Arquitectura Técnica. <i>Digital Education Review</i> , 2019, , 1-14.	0.4	0
70	From Y to Z Generation, an Engineering Students's™ Spatial Skill Analysis. <i>Lecture Notes in Mechanical Engineering</i> , 2020, , 395-402.	0.3	0
71	Determining the Legibility of Fonts Displayed in Augmented Reality Apps for Senior Citizens. , 2021, , .		0
72	Spatial Skills Training Through Drawing Architectural Spaces Inside Immersive Virtual Reality. <i>Smart Innovation, Systems and Technologies</i> , 2022, , 383-393.	0.5	0