

Josã© Paulo Leal

List of Publications by Year in descending order

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Version: 2024-02-01

44
papers

637
citations

1170033

9
h-index

721071

23
g-index

48
all docs

48
docs citations

48
times ranked

521
citing authors

#	ARTICLE	IF	CITATIONS
1	Managing Gamified Programming Courses with the FGPE Platform. Information (Switzerland), 2022, 13, 45.	1.7	7
2	Automated Assessment in Computer Science Education: A State-of-the-Art Review. ACM Transactions on Computing Education, 2022, 22, 1-40.	2.9	70
3	FGPE Gamification Service: A GraphQL Service to Gamify Online Education. Advances in Intelligent Systems and Computing, 2021, , 480-489.	0.5	3
4	Fostering Programming Practice through Games. Information (Switzerland), 2020, 11, 498.	1.7	9
5	Learning path personalization and recommendation methods: A survey of the state-of-the-art. Expert Systems With Applications, 2020, 159, 113596.	4.4	66
6	GEDIL – Gamified Education Interoperability Language. Information (Switzerland), 2020, 11, 287.	1.7	7
7	FGPE AuthorKit – A Tool for Authoring Gamified Programming Educational Content. , 2020, , .		2
8	Defining Requirements for a Gamified Programming Exercises Format. Procedia Computer Science, 2019, 159, 2502-2511.	1.2	4
9	Estimating time and score uncertainty in generating successful learning paths under time constraints. Expert Systems, 2019, 36, e12351.	2.9	13
10	EmoSpell, a Morphological and Emotional Word Analyzer. Information (Switzerland), 2018, 9, 1.	1.7	68
11	Improving Diagram Assessment in Mooshak. Communications in Computer and Information Science, 2018, , 69-82.	0.4	0
12	RUTICO. , 2017, , .		15
13	Design and Implementation of an IDE for Learning Programming Languages Using a Gamification Service. Advances in Game-based Learning Book Series, 2017, , 295-308.	0.2	4
14	Enki. , 2016, , .		12
15	Learning Computer Science Languages in Enki. , 2016, , .		0
16	Reducing Large Semantic Graphs to Improve Semantic Relatedness. Communications in Computer and Information Science, 2015, , 236-245.	0.4	0
17	A Structural Approach to Assess Graph-Based Exercises. Communications in Computer and Information Science, 2015, , 182-193.	0.4	2
18	Long Term Goal Oriented Recommender Systems. , 2015, , .		4

#	ARTICLE	IF	CITATIONS
19	Ensemble. Advances in Higher Education and Professional Development Book Series, 2015, , 173-201.	0.1	1
20	Challenges in computing semantic relatedness for large semantic graphs. , 2014, , .		1
21	A study of machine learning methods for detecting user interest during web sessions. , 2014, , .		3
22	crimsonHex: a learning objects repository for programming exercises. Software - Practice and Experience, 2013, 43, 911-935.	2.5	3
23	Combining usage and content in an online recommendation system for music in the Long Tail. International Journal of Multimedia Information Retrieval, 2013, 2, 3-13.	3.6	38
24	BabelO&amp;amp;#x2014;An Extensible Converter of Programming Exercises Formats. IEEE Transactions on Learning Technologies, 2013, 6, 38-45.	2.2	5
25	Automatic Generation and Delivery of Multiple-Choice Math Quizzes. Lecture Notes in Computer Science, 2013, , 848-863.	1.0	3
26	Making Programming Exercises Interoperable with PExIL. , 2013, , 38-56.		3
27	An Example-Based Generator of XSLT Programs. , 2013, , 1-20.		0
28	Combining usage and content in an online music recommendation system for music in the long-tail. , 2012, , .		11
29	PETCHA. , 2012, , .		32
30	A distributed system for learning programming on-line. Computers and Education, 2012, 58, 1-10.	5.1	92
31	A Comparative Study on LMS Interoperability. , 2012, , 142-161.		7
32	Integration of ePortfolios in Learning Management Systems. Lecture Notes in Computer Science, 2011, , 500-510.	1.0	4
33	Integrating the LMS in Service Oriented eLearning Systems. International Journal of Knowledge Society Research, 2011, 2, 1-12.	0.8	4
34	Modelling Text File Evaluation Processes. Lecture Notes in Computer Science, 2011, , 66-74.	1.0	0
35	Specifying a Programming Exercises Evaluation Service on the e-Framework. Lecture Notes in Computer Science, 2010, , 141-150.	1.0	11
36	A Web Application for Mathematics Education. , 2008, , 380-391.		5

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37	Rapid Development of Web Interfaces to Heterogeneous Systems. Lecture Notes in Computer Science, 2007, , 716-725.	1.0	2
38	Extreme Adaptivity. Lecture Notes in Computer Science, 2004, , 348-352.	1.0	0
39	Mooshak: a Web-based multi-site programming contest system. Software - Practice and Experience, 2003, 33, 567-581.	2.5	90
40	A CLP-Based Tool for Computer Aided Generation and Solving of Maths Exercises. Lecture Notes in Computer Science, 2003, , 223-240.	1.0	9
41	Integrating the LMS in Service Oriented eLearning Systems. , 0, , 1265-1275.		0
42	A Comparative Study on LMS Interoperability. , 0, , 1613-1630.		1
43	Integrating the LMS in Service Oriented eLearning Systems. , 0, , 180-190.		0
44	Integrating the LMS in Service Oriented eLearning Systems. , 0, , 1261-1271.		0