

# Camino Fernández-Llamas

## List of Publications by Year in descending order

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Version: 2024-02-01

79  
papers

564  
citations

840776

11  
h-index

794594

19  
g-index

83  
all docs

83  
docs citations

83  
times ranked

479  
citing authors

#	ARTICLE	IF	CITATIONS
1	Fostering STEAM through challenge-based learning, robotics, and physical devices: A systematic mapping literature review. <i>Computer Applications in Engineering Education</i> , 2021, 29, 46-65.	3.4	61
2	May I teach you? Students' behavior when lectured by robotic vs. human teachers. <i>Computers in Human Behavior</i> , 2018, 80, 460-469.	8.5	56
3	Tracking People in a Mobile Robot From 2D LIDAR Scans Using Full Convolutional Neural Networks for Security in Cluttered Environments. <i>Frontiers in Neurorobotics</i> , 2018, 12, 85.	2.8	34
4	Genetic learning of fuzzy reactive controllers. <i>Robotics and Autonomous Systems</i> , 1998, 25, 33-41.	5.1	33
5	Black-box modeling of DC-DC converters based on transient response analysis and parametric identification methods. , 2010, , .		32
6	Implementation and design of a service-based framework to integrate personal and institutional learning environments. <i>Science of Computer Programming</i> , 2014, 88, 41-53.	1.9	30
7	RoboSTEAM - A Challenge Based Learning Approach for integrating STEAM and develop Computational Thinking. , 2019, , .		24
8	An experience on students' participation in blended vs. online styles of learning. <i>SIGCSE Bulletin</i> , 2003, 35, 39-42.	0.1	18
9	Promoting Computational Thinking in K-12 students by applying unplugged methods and robotics. , 2017, , .		17
10	Message Encryption in Robot Operating System: Collateral Effects of Hardening Mobile Robots. <i>Frontiers in ICT</i> , 2018, 5, .	3.6	16
11	Academic Success Assessment through Version Control Systems. <i>Applied Sciences (Switzerland)</i> , 2020, 10, 1492.	2.5	15
12	Assessing the utility of an interactive electronic book for learning the Pascal programming language. <i>IEEE Transactions on Education</i> , 2000, 43, 403-413.	2.4	14
13	RoboSTEAM Project Systematic Mapping: Challenge Based Learning and Robotics. , 2020, , .		13
14	Evaluation of teamwork competence acquisition by using CTMTC methodology and learning analytics techniques. , 2016, , .		12
15	Flow-Data Gathering Using NetFlow Sensors for Fitting Malicious-Traffic Detection Models. <i>Sensors</i> , 2020, 20, 7294.	3.8	12
16	Analysing the Computational Competences Acquired by K-12 Students When Lectured by Robotic and Human Teachers. <i>International Journal of Social Robotics</i> , 2020, 12, 1009-1019.	4.6	11
17	MERLIN a Cognitive Architecture for Service Robots. <i>Applied Sciences (Switzerland)</i> , 2020, 10, 5989.	2.5	11
18	Supercomputers to improve the performance in higher education: A review of the literature. <i>Computers and Education</i> , 2019, 128, 353-364.	8.3	10

#	ARTICLE	IF	CITATIONS
19	Computer surgery 3D simulations for a new teaching-learning model. , 2011, , .		9
20	ICT for Older People to Learn about ICT: Application and Evaluation. Lecture Notes in Computer Science, 2016, , 292-302.	1.3	8
21	A Learning Analytics tool for the analysis of studentsâ€™ Telegram messages in the context of teamwork virtual activities. , 2020, , .		8
22	Automatic Extraction of Power Cables Location in Railways Using Surface LiDAR Systems. Sensors, 2020, 20, 6222.	3.8	7
23	Playing with SHULE. , 2014, , .		6
24	Analysing the attitude of students towards robots when lectured on programming by robotic or human teachers. , 2016, , .		6
25	Collecting Vulnerable Source Code from Open-Source Repositories for Dataset Generation. Applied Sciences (Switzerland), 2020, 10, 1270.	2.5	6
26	Integrating supercomputing clusters into education: a case study in biotechnology. Journal of Supercomputing, 2021, 77, 2302-2325.	3.6	6
27	Cybersecurity in Autonomous Systems: Hardening ROS Using Encrypted Communications and Semantic Rules. Advances in Intelligent Systems and Computing, 2018, , 67-78.	0.6	6
28	Exchanging Challenge Based Learning Experiences in the Context of RoboSTEAM Erasmus+â€™Project. Lecture Notes in Computer Science, 2020, , 442-455.	1.3	5
29	Supporting Efficient Multinational Disaster Response through a Web-Based System. Lecture Notes in Computer Science, 2002, , 215-222.	1.3	5
30	On the way of an ideal learning system adaptive to the learner and her context. , 2005, , .		4
31	Design of a haptic simulator framework for modelling surgical learning systems. , 2013, , .		4
32	Generative Adaptation Reuse of Competence Development Programmes. Journal of Interactive Media in Education, 2007, 2007, 4.	1.7	4
33	HCore. , 2016, , .		3
34	Design and evaluation of a graphical user interface for facilitating expert knowledge transfer: a teleoperation case study. Universal Access in the Information Society, 2019, 18, 431-442.	3.0	3
35	Prediction of academic success through interaction with version control systems. , 2019, , .		3
36	Towards an Effective Instructional Engineering Analysis Method. Lecture Notes in Computer Science, 2006, , 573-578.	1.3	3

#	ARTICLE	IF	CITATIONS
37	Design an evaluation of RoboCup humanoid goalie. Journal of Physical Agents, 2010, 4, 19-26.	0.3	3
38	Using ABC 2 in the RoboCup domain. Lecture Notes in Computer Science, 1998, , 475-482.	1.3	3
39	Coupling the PAELLA Algorithm to Predictive Models. Advances in Intelligent Systems and Computing, 2018, , 505-512.	0.6	3
40	Haptic Zoom: An Interaction Model for Desktop Haptic Devices with Limited Workspace. International Journal of Human-Computer Interaction, 0, , 1-12.	4.8	3
41	Multilingual Tools for Accessing a Spanish Library Catalogue. Libri, 1997, 47, .	0.8	2
42	CARLOS: a collaborative authoring tool for reusable learning objects. , 0, , .		2
43	Using Robots and Animals as Motivational Tools in ICT Courses. Revista Iberoamericana De Tecnologías Del Aprendizaje, 2015, 10, 19-25.	0.9	2
44	Implications of the regulation in the implantation process of next generation networks in Spain: analysis in rural versus urban regions. Telecommunication Systems, 2018, 69, 39-50.	2.5	2
45	Supercomputers in the educational process. , 2019, , .		2
46	Attacks Detection on Sampled Netflow Traffic Through Image Analysis with Convolutional Neural Networks (CNN). Advances in Intelligent Systems and Computing, 2022, , 33-40.	0.6	2
47	Gait-Based Authentication Using a RGB Camera. Advances in Intelligent Systems and Computing, 2022, , 126-135.	0.6	2
48	Evaluación del resultado académico de los estudiantes a partir del análisis del uso de los Sistemas de Control de Versiones. RIED: Revista Iberoamericana De Educación A Distancia, 2020, 23, 127.	1.5	2
49	Measuring Teamwork Competence Development in a Multidisciplinary Project Based Learning Environment. Lecture Notes in Computer Science, 2018, , 466-479.	1.3	2
50	RoboSTEAM project the pilot phases. , 2021, , .		2
51	Late Modelling: A Timing of Learning Activities Approach. , 0, , .		1
52	Instructional Software Analysis: Lessons from Software Development Process Improvement. , 2007, , .		1
53	DEI-CHECK. Automating the assessment process to improve the informative feedback. , 2008, , .		1
54	Inside the maze: who would find the cheese first, a robot or a mouse?. , 2013, , .		1

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55	Modeling TRAILER project methodology for the recognition, tagging and acknowledge of informal learning activities. , 2013, , .		1
56	What downgrades a robot from pet to appliance?. Interaction Studies, 2014, 15, 210-215.	0.6	1
57	Robust weighted regression via PAELLA sample weights. Neurocomputing, 2020, 391, 325-333.	5.9	1
58	HOUSE: Marco de trabajo modular de arquitectura escalable y desacoplada para el uso de técnicas de fuzzing en HPC. Colección Jornadas Y Congresos, 0, , .	0.0	1
59	A Systems Engineering Analysis Method for the Development of Reusable Computer-Supported Learning Systems. Interdisciplinary Journal of E-Skills and Lifelong Learning, 0, 4, 243-257.	0.0	1
60	WAY: An Architecture for User Adapted Access to Z39.50 Servers based on Intelligent Agents. Lecture Notes in Computer Science, 1998, , 665-666.	1.3	1
61	Convolutional Neural Networks Refitting by Bootstrapping for Tracking People in a Mobile Robot. Applied Sciences (Switzerland), 2021, 11, 10043.	2.5	1
62	Agent-based adaptive selection and interaction to Z39.50 servers. , 0, , .		0
63	Effective Analysis and Design of Computer-Supported Learning System. , 0, , .		0
64	Evaluating the Runtime Adaptation of EML-Described Learning Processes. , 2008, , .		0
65	Instructional Domain Analysis: A Methodological Approach to Service-Oriented Learning. , 2008, , .		0
66	Building 3D models for reconstructing a virtual cataract surgery haptic simulation. , 2013, , .		0
67	Implementation of a haptic simulation environment for surgical learning systems. , 2014, , .		0
68	Definition and deployment of a non-formal learning environment in a business context. , 2015, , .		0
69	Innovation in financial education. , 2017, , .		0
70	Improving Financial culture through a Banking platform. , 2017, , .		0
71	Improving financial culture through EU-Bank. , 2018, , .		0
72	Non-removal strategy for outliers in predictive models: The PAELLA algorithm case. Logic Journal of the IGPL, 2020, 28, 418-429.	1.5	0

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73	Entrenamiento optimizado de redes neuronales para reconocimiento biométrico. Colección Jornadas Y Congresos, 0, , .	0.0	0
74	Acceso multilingüe a la Biblioteca Hispánica. Revista Espanola De Documentacion Cientifica, 1997, 20, 267-280.	0.4	0
75	Social Navigation Restrictions for Interactive Robots Using Augmented Reality. Lecture Notes in Computer Science, 2015, , 347-356.	1.3	0
76	PAELLA as a Booster in Weighted Regression. Advances in Intelligent Systems and Computing, 2018, , 259-265.	0.6	0
77	SecDocker: Hardening the Continuous Integration Workflow. SN Computer Science, 2022, 3, 1.	3.6	0
78	A Framework for the Optimization of Complex Cyber-Physical Systems via Directed Acyclic Graph. Sensors, 2022, 22, 1490.	3.8	0
79	Applying Natural Language Processing to Teamwork – A New Dashboard for CTMTC Methodology. Lecture Notes in Computer Science, 2022, , 251-261.	1.3	0