

Javier Jañ©n MartÃ- nez

List of Publications by Year in descending order

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Version: 2024-02-01

77
papers

968
citations

566801

15
h-index

552369

26
g-index

80
all docs

80
docs citations

80
times ranked

784
citing authors

#	ARTICLE	IF	CITATIONS
1	Multi-touch gestures for pre-kindergarten children. International Journal of Human Computer Studies, 2015, 73, 37-51.	3.7	99
2	EmoFindAR: Evaluation of a mobile multiplayer augmented reality game for primary school children. Computers and Education, 2020, 149, 103814.	5.1	87
3	Evaluating a tactile and a tangible multi-tablet gamified quiz system for collaborative learning in primary education. Computers and Education, 2018, 123, 65-84.	5.1	42
4	Assessing machine learning classifiers for the detection of animals' behavior using depth-based tracking. Expert Systems With Applications, 2017, 86, 235-246.	4.4	37
5	A multimedia approach to the efficient implementation and use of emergency plans. IEEE MultiMedia, 2004, 11, 106-110.	1.5	36
6	Analyzing the understandability of Requirements Engineering languages for CSCW systems: A family of experiments. Information and Software Technology, 2012, 54, 1215-1228.	3.0	34
7	Interactive technologies for preschool game-based instruction: Experiences and future challenges. Entertainment Computing, 2016, 17, 19-29.	1.8	32
8	A systematic review of game technologies for pediatric patients. Computers in Biology and Medicine, 2018, 97, 89-112.	3.9	32
9	Seven Years after the Manifesto: Literature Review and Research Directions for Technologies in Animal Computer Interaction. Multimodal Technologies and Interaction, 2018, 2, 30.	1.7	32
10	Envisioning Future Playful Interactive Environments for Animals. Gaming Media and Social Effects, 2015, , 121-150.	0.7	27
11	Exploring tabletops as an effective tool to foster creativity traits. , 2012, , .		26
12	Tangibot: A tangible-mediated robot to support cognitive games for ageing people" A usability study. Pervasive and Mobile Computing, 2017, 34, 91-105.	2.1	22
13	Sound to your objects. , 2016, , .		21
14	An emotionally biased ant colony algorithm for pathfinding in games. Expert Systems With Applications, 2010, 37, 4921-4927.	4.4	20
15	Developing a depth-based tracking system for interactive playful environments with animals. , 2015, , .		19
16	Kiteracy. , 2015, , .		19
17	HabitApp: New Play Technologies in Pediatric Cancer to Improve the Psychosocial State of Patients and Caregivers. Frontiers in Psychology, 2020, 11, 157.	1.1	19
18	Strategies for accelerating ant colony optimization algorithms on graphical processing units. , 2007, , .		16

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19	Learning semantically-annotated routes for context-aware recommendations on map navigation systems. <i>Applied Soft Computing Journal</i> , 2012, 12, 3088-3098.	4.1	16
20	Animal Ludens. , 2014, , .		16
21	Ant colony optimisation for resource searching in dynamic peer-to-peer grids. <i>International Journal of Bio-Inspired Computation</i> , 2014, 6, 153.	0.6	16
22	Digital ants as the best cicerones for museum visitors. <i>Applied Soft Computing Journal</i> , 2011, 11, 111-119.	4.1	15
23	Design and evaluation of a tangible-mediated robot for kindergarten instruction. , 2015, , .		14
24	AGORAS: Exploring Creative Learning on Tangible User Interfaces. , 2011, , .		12
25	A multicriteria ant colony algorithm for generating music playlists. <i>Expert Systems With Applications</i> , 2012, 39, 2270-2278.	4.4	12
26	Improving Pre-Kindergarten Touch Performance. , 2014, , .		12
27	On the performance of ACO-based methods in p2p resource discovery. <i>Applied Soft Computing Journal</i> , 2013, 13, 4813-4831.	4.1	11
28	Toward a General Conceptualization of Multi-Display Environments. <i>Frontiers in ICT</i> , 2016, 3, .	3.6	11
29	An efficient ant colony optimization strategy for the resolution of multi-class queries. <i>Knowledge-Based Systems</i> , 2016, 105, 96-106.	4.0	11
30	Examining the Usability of Touch Screen Gestures for Children With Down Syndrome. <i>Interacting With Computers</i> , 2018, 30, 258-272.	1.0	11
31	TangiWheel: A Widget for Manipulating Collections on Tabletop Displays Supporting Hybrid Input Modality. <i>Journal of Computer Science and Technology</i> , 2012, 27, 811-829.	0.9	10
32	A meta-model for dataflow-based rules in smart environments: Evaluating user comprehension and performance. <i>Science of Computer Programming</i> , 2013, 78, 1930-1950.	1.5	10
33	Towards Future Interactive Intelligent Systems for Animals. , 2017, , .		10
34	Children's Acceptance of a Collaborative Problem Solving Game Based on Physical Versus Digital Learning Spaces. <i>Interacting With Computers</i> , 2018, 30, 187-206.	1.0	10
35	Evaluating the Accuracy of Pre-kindergarten Children Multi-touch Interaction. <i>Lecture Notes in Computer Science</i> , 2015, , 549-556.	1.0	9
36	A statistical recommendation model of mobile services based on contextual evidences. <i>Expert Systems With Applications</i> , 2012, 39, 647-653.	4.4	8

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37	Remote interspecies interactions: Improving humans and animals's™ wellbeing through mobile playful spaces. <i>Pervasive and Mobile Computing</i> , 2019, 52, 113-130.	2.1	8
38	Exploring Visual Cues for Intuitive Communicability of Touch Gestures to Pre-kindergarten Children. , 2014, , .		7
39	Customizing smart environments: A tabletop approach. <i>Journal of Ambient Intelligence and Smart Environments</i> , 2015, 7, 511-533.	0.8	6
40	Evaluating the Usability of a Tangible-Mediated Robot for Kindergarten Children Instruction. , 2016, , .		6
41	An ACO-based personalized learning technique in support of people with acquired brain injury. <i>Applied Soft Computing Journal</i> , 2016, 47, 316-331.	4.1	6
42	Evaluating Multitouch Semiotics to Empower Prekindergarten Instruction with Interactive Surfaces. <i>Interacting With Computers</i> , 2017, 29, 97-116.	1.0	6
43	Interactive spaces for children: gesture elicitation for controlling ground mini-robots. <i>Journal of Ambient Intelligence and Humanized Computing</i> , 2020, 11, 2467-2488.	3.3	6
44	Fuzzy'sdescription logic for supporting the rehabilitation of the elderly. <i>Expert Systems</i> , 2020, 37, e12464.	2.9	6
45	An Emotional Path Finding Mechanism for Augmented Reality Applications. <i>Lecture Notes in Computer Science</i> , 2006, , 13-24.	1.0	6
46	A Non-hybrid Ant Colony Optimization Heuristic for Convergence Quality. , 2015, , .		5
47	Airsteroids. , 2015, , .		5
48	A Grid Architecture for Building Hybrid Museums. <i>Lecture Notes in Computer Science</i> , 2003, , 312-322.	1.0	5
49	Exploiting variability in the design of genetic algorithms to generate telerehabilitation activities. <i>Applied Soft Computing Journal</i> , 2022, 117, 108441.	4.1	5
50	A diffusion-based ACO resource discovery framework for dynamic p2p networks. , 2013, , .		4
51	Towards Encouraging Communication in Hospitalized Children through Multi-Tablet Activities. , 2016, , .		4
52	Designing interspecies playful interactions. , 2017, , .		4
53	Exploring visual prompts for communicating directional awareness to kindergarten children. <i>International Journal of Human Computer Studies</i> , 2019, 126, 14-25.	3.7	4
54	Evaluating Simultaneous Visual Instructions with Kindergarten Children on Touchscreen Devices. <i>International Journal of Human-Computer Interaction</i> , 2020, 36, 41-54.	3.3	4

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55	Designing gamified interactive systems for empathy development. , 2021, , .		4
56	Building Safety Systems with Dynamic Disseminations of Multimedia Digital Objects. D-Lib Magazine, 2003, 9, .	0.5	4
57	An Application of Ant Colony Optimization to Decision Making on Affective Virtual Entities. , 2007, , .		3
58	Are Kindergarten Children Ready for Indirect Drag Interactions?. , 2016, , .		3
59	A semantic model for reactive entities to support collaborative game design. , 2008, , .		2
60	A Model of Affective Entities for Effective Learning Environments. Advances in Intelligent and Soft Computing, 2007, , 337-344.	0.2	2
61	An Advanced Security Infrastructure for Heterogeneous Relational Grid Data Sources. Lecture Notes in Computer Science, 2004, , 78-85.	1.0	2
62	Supporting the Automatic Generation of Proto-Architectures. Lecture Notes in Computer Science, 2007, , 325-329.	1.0	2
63	Supporting Animal-Mediated Interventions at Home: The Role of Animals and Technology to Facilitate Daily Activities. , 2021, , .		2
64	The Java Management Extensions (JMX): Is Your Cluster Ready for Evolution?. Journal of Parallel and Distributed Computing, 2000, 60, 1341-1353.	2.7	1
65	A Semantic Publish/Subscribe Approach for U-VR Systems Interoperation. , 2008, , .		1
66	Evaluating heuristics for tabletop user segmentation based on simultaneous interaction. Expert Systems With Applications, 2013, 40, 5578-5587.	4.4	1
67	AntElements. , 2015, , .		1
68	Tangibot: A collaborative multiplayer game for pediatric patients. International Journal of Medical Informatics, 2019, 132, 103982.	1.6	1
69	Designing a mobile AR application for improving pediatric psychological wellbeing. , 2021, , .		1
70	Active Creation of Digital Games as Learning Tools. , 2014, , 275-291.		1
71	Towards Creative Smart Learning Environments. International Journal of Creative Interfaces and Computer Graphics, 2015, 6, 56-71.	0.1	1
72	A Web-Based Coordination Infrastructure for Grid Collective Services. Lecture Notes in Computer Science, 2004, , 449-457.	1.0	0

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73	An Infrastructure to Build Secure Shared Grid Spaces. Lecture Notes in Computer Science, 2004, , 170-182.	1.0	0
74	TSACO: Extending a Context-Aware Recommendation System with Allen Temporal Operators. Lecture Notes in Computer Science, 2012, , 253-260.	1.0	0
75	Ant Colony Optimization for Semantic Searching of Distributed Dynamic Multiclass Resources. Modeling and Optimization in Science and Technologies, 2017, , 277-303.	0.7	0
76	Co-Designing Social Gaming Experiences for Hospitalized Children. , 2019, , .		0
77	Data Management in the Ubiquitous Meteorological Data Service of the Americaâ€™s Cup. Advances in Soft Computing, 0, , 302-311.	0.4	0