

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	Exploiting variability in the design of genetic algorithms to generate telerehabilitation activities. Applied Soft Computing Journal, 2022, 117, 108441.	4.1	5
2	Designing gamified interactive systems for empathy development. , 2021, , .		4
3	Designing a mobile AR application for improving pediatric psychological wellbeing. , 2021, , .		1
4	Supporting Animal-Mediated Interventions at Home: The Role of Animals and Technology to Facilitate Daily Activities. , 2021, , .		2
5	Interactive spaces for children: gesture elicitation for controlling ground mini-robots. Journal of Ambient Intelligence and Humanized Computing, 2020, 11, 2467-2488.	3.3	6
6	Evaluating Simultaneous Visual Instructions with Kindergarten Children on Touchscreen Devices. International Journal of Human-Computer Interaction, 2020, 36, 41-54.	3.3	4
7	Fuzzyâ€description logic for supporting the rehabilitation of the elderly. Expert Systems, 2020, 37, e12464.	2.9	6
8	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
9	EmoFindAR: Evaluation of a mobile multiplayer augmented reality game for primary school children. Computers and Education, 2020, 149, 103814.	5.1	87
10	Tangibot: A collaborative multiplayer game for pediatric patients. International Journal of Medical Informatics, 2019, 132, 103982.	1.6	1
11	Remote interspecies interactions: Improving humans and animalsâ€™ wellbeing through mobile playful spaces. Pervasive and Mobile Computing, 2019, 52, 113-130.	2.1	8
12	Exploring visual prompts for communicating directional awareness to kindergarten children. International Journal of Human Computer Studies, 2019, 126, 14-25.	3.7	4
13	Co-Designing Social Gaming Experiences for Hospitalized Children. , 2019, , .		0
14	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
15	A systematic review of game technologies for pediatric patients. Computers in Biology and Medicine, 2018, 97, 89-112.	3.9	32
16	Childrenâ€™s Acceptance of a Collaborative Problem Solving Game Based on Physical Versus Digital Learning Spaces. Interacting With Computers, 2018, 30, 187-206.	1.0	10
17	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
18	Examining the Usability of Touch Screen Gestures for Children With Down Syndrome. Interacting With Computers, 2018, 30, 258-272.	1.0	11

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19	Towards Future Interactive Intelligent Systems for Animals. , 2017, , .		10
20	Assessing machine learning classifiers for the detection of animalsâ€™ behavior using depth-based tracking. Expert Systems With Applications, 2017, 86, 235-246.	4.4	37
21	Evaluating Multitouch Semiotics to Empower Prekindergarten Instruction with Interactive Surfaces. Interacting With Computers, 2017, 29, 97-116.	1.0	6
22	Tangibot: A tangible-mediated robot to support cognitive games for ageing peopleâ€™A usability study. Pervasive and Mobile Computing, 2017, 34, 91-105.	2.1	22
23	Designing interspecies playful interactions. , 2017, , .		4
24	Ant Colony Optimization for Semantic Searching of Distributed Dynamic Multiclass Resources. Modeling and Optimization in Science and Technologies, 2017, , 277-303.	0.7	0
25	Toward a General Conceptualization of Multi-Display Environments. Frontiers in ICT, 2016, 3, .	3.6	11
26	Evaluating the Usability of a Tangible-Mediated Robot for Kindergarten Children Instruction. , 2016, , .		6
27	Towards Encouraging Communication in Hospitalized Children through Multi-Tablet Activities. , 2016, , .		4
28	An efficient ant colony optimization strategy for the resolution of multi-class queries. Knowledge-Based Systems, 2016, 105, 96-106.	4.0	11
29	Are Kindergarten Children Ready for Indirect Drag Interactions?. , 2016, , .		3
30	Interactive technologies for preschool game-based instruction: Experiences and future challenges. Entertainment Computing, 2016, 17, 19-29.	1.8	32
31	An ACO-based personalized learning technique in support of people with acquired brain injury. Applied Soft Computing Journal, 2016, 47, 316-331.	4.1	6
32	Sound to your objects. , 2016, , .		21
33	Developing a depth-based tracking system for interactive playful environments with animals. , 2015, , .		19
34	Design and evaluation of a tangible-mediated robot for kindergarten instruction. , 2015, , .		14
35	Customizing smart environments: A tabletop approach. Journal of Ambient Intelligence and Smart Environments, 2015, 7, 511-533.	0.8	6
36	A Non-hybrid Ant Colony Optimization Heuristic for Convergence Quality. , 2015, , .		5

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37	Envisioning Future Playful Interactive Environments for Animals. Gaming Media and Social Effects, 2015, , 121-150.	0.7	27
38	AntElements. , 2015, , .		1
39	Kiteracy. , 2015, , .		19
40	Multi-touch gestures for pre-kindergarten children. International Journal of Human Computer Studies, 2015, 73, 37-51.	3.7	99
41	Evaluating the Accuracy of Pre-kindergarten Children Multi-touch Interaction. Lecture Notes in Computer Science, 2015, , 549-556.	1.0	9
42	Airsteroids. , 2015, , .		5
43	Towards Creative Smart Learning Environments. International Journal of Creative Interfaces and Computer Graphics, 2015, 6, 56-71.	0.1	1
44	Exploring Visual Cues for Intuitive Communicability of Touch Gestures to Pre-kindergarten Children. , 2014, , .		7
45	Animal Ludens. , 2014, , .		16
46	Improving Pre-Kindergarten Touch Performance. , 2014, , .		12
47	Ant colony optimisation for resource searching in dynamic peer-to-peer grids. International Journal of Bio-Inspired Computation, 2014, 6, 153.	0.6	16
48	Active Creation of Digital Games as Learning Tools. , 2014, , 275-291.		1
49	A diffusion-based ACO resource discovery framework for dynamic p2p networks. , 2013, , .		4
50	On the performance of ACO-based methods in p2p resource discovery. Applied Soft Computing Journal, 2013, 13, 4813-4831.	4.1	11
51	Evaluating heuristics for tabletop user segmentation based on simultaneous interaction. Expert Systems With Applications, 2013, 40, 5578-5587.	4.4	1
52	A meta-model for dataflow-based rules in smart environments: Evaluating user comprehension and performance. Science of Computer Programming, 2013, 78, 1930-1950.	1.5	10
53	Exploring tabletops as an effective tool to foster creativity traits. , 2012, , .		26
54	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

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55	Learning semantically-annotated routes for context-aware recommendations on map navigation systems. Applied Soft Computing Journal, 2012, 12, 3088-3098.	4.1	16
56	TangiWheel: A Widget for Manipulating Collections on Tabletop Displays Supporting Hybrid Input Modality. Journal of Computer Science and Technology, 2012, 27, 811-829.	0.9	10
57	A statistical recommendation model of mobile services based on contextual evidences. Expert Systems With Applications, 2012, 39, 647-653.	4.4	8
58	A multicriteria ant colony algorithm for generating music playlists. Expert Systems With Applications, 2012, 39, 2270-2278.	4.4	12
59	TSACO: Extending a Context-Aware Recommendation System with Allen Temporal Operators. Lecture Notes in Computer Science, 2012, , 253-260.	1.0	0
60	AGORAS: Exploring Creative Learning on Tangible User Interfaces. , 2011, , .		12
61	Digital ants as the best cicerones for museum visitors. Applied Soft Computing Journal, 2011, 11, 111-119.	4.1	15
62	An emotionally biased ant colony algorithm for pathfinding in games. Expert Systems With Applications, 2010, 37, 4921-4927.	4.4	20
63	A semantic model for reactive entities to support collaborative game design. , 2008, , .		2
64	A Semantic Publish/Subscribe Approach for U-VR Systems Interoperation. , 2008, , .		1
65	An Application of Ant Colony Optimization to Decision Making on Affective Virtual Entities. , 2007, , .		3
66	Strategies for accelerating ant colony optimization algorithms on graphical processing units. , 2007, , .		16
67	A Model of Affective Entities for Effective Learning Environments. Advances in Intelligent and Soft Computing, 2007, , 337-344.	0.2	2
68	Supporting the Automatic Generation of Proto-Architectures. Lecture Notes in Computer Science, 2007, , 325-329.	1.0	2
69	An Emotional Path Finding Mechanism for Augmented Reality Applications. Lecture Notes in Computer Science, 2006, , 13-24.	1.0	6
70	A multimedia approach to the efficient implementation and use of emergency plans. IEEE MultiMedia, 2004, 11, 106-110.	1.5	36
71	A Web-Based Coordination Infrastructure for Grid Collective Services. Lecture Notes in Computer Science, 2004, , 449-457.	1.0	0
72	An Infrastructure to Build Secure Shared Grid Spaces. Lecture Notes in Computer Science, 2004, , 170-182.	1.0	0

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73	An Advanced Security Infrastructure for Heterogeneous Relational Grid Data Sources. Lecture Notes in Computer Science, 2004, , 78-85.	1.0	2
74	Building Safety Systems with Dynamic Disseminations of Multimedia Digital Objects. D-Lib Magazine, 2003, 9, .	0.5	4
75	A Grid Architecture for Building Hybrid Museums. Lecture Notes in Computer Science, 2003, , 312-322.	1.0	5
76	The Java Management Extensions (JMX): Is Your Cluster Ready for Evolution?. Journal of Parallel and Distributed Computing, 2000, 60, 1341-1353.	2.7	1
77	Data Management in the Ubiquitous Meteorological Data Service of the America's Cup. Advances in Soft Computing, 0, , 302-311.	0.4	0