Miguel L Bote-Lorenzo

List of Publications by Year
in descending order

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59 papers	867 citations	623734 14 h-index	526287 27 g-index
62 all docs	62 docs citations	62 times ranked	797 citing authors

#	Article	IF	Citations
1	Cloud computing and education: A state-of-the-art survey. Computers and Education, 2015, 80, 132-151.	8.3	234
2	Grid Characteristics and Uses: A Grid Definition. Lecture Notes in Computer Science, 2004, , 291-298.	1.3	69
3	Gridcole: A tailorable grid service based system that supports scripted collaborative learning. Computers and Education, 2008, 51, 155-172.	8.3	61
4	GLUE!: An architecture for the integration of external tools in Virtual Learning Environments. Computers and Education, 2013, 60, 122-137.	8.3	47
5	To reward and beyond: Analyzing the effect of reward-based strategies in a MOOC. Computers and Education, 2019, 142, 103639.	8.3	42
6	Predicting the decrease of engagement indicators in a MOOC. , 2017, , .		37
7	Creating collaborative groups in a MOOC: a homogeneous engagement grouping approach. Behaviour and Information Technology, 2019, 38, 1107-1121.	4.0	30
8	Affordances and Core Functions of Smart Learning Environments: A Systematic Literature Review. IEEE Transactions on Learning Technologies, 2021, 14, 129-145.	3.2	30
9	Semantic search of tools for collaborative learning with the Ontoolsearch system. Computers and Education, 2010, 54, 835-848.	8.3	26
10	Online machine learning algorithms to predict link quality in community wireless mesh networks. Computer Networks, 2018, 132, 68-80.	5.1	23
11	A semantic approach to discovering learning services in grid-based collaborative systems. Future Generation Computer Systems, 2006, 22, 709-719.	7.5	22
12	Free- and Open-Source Software for a Course on Network Management: Authoring and Enactment of Scripts Based on Collaborative Learning Strategies. IEEE Transactions on Education, 2007, 50, 292-301.	2.4	22
13	Aligning learning design and learning analytics through instructor involvement: a MOOC case study. Interactive Learning Environments, 2019, 27, 685-698.	6.4	22
14	Understanding student behavior and perceptions toward earning badges in a gamified MOOC. Universal Access in the Information Society, 2019, 18, 533-549.	3.0	21
15	A Linked Data approach for the discovery of educational ICT tools in the Web of Data. Computers and Education, 2012, 59, 952-962.	8.3	16
16	A Tailorable Collaborative Learning System That Combines OGSA Grid Services and IMS-LD Scripting. Lecture Notes in Computer Science, 2004, , 305-321.	1.3	15
17	Automatic Group Formation in a MOOC Based on Studentsâ€™ Activity Criteria. Lecture Notes in Computer Science, 2017, , 179-193.	1.3	12
18	Automatic extraction of human-recognizable shape and execution prototypes of handwritten characters. Pattern Recognition, 2003, 36, 1605-1617.	8.1	11

#	Article	IF	Citations
19	A Web-Based Educational Magnetic Resonance Simulator: Design, Implementation and Testing. Journal of Medical Systems, 2020, 44, 9.	3.6	11
20	How Gamification Is Being Implemented in MOOCs? A Systematic Literature Review. Lecture Notes in Computer Science, 2017, , 441-447.	1.3	9
21	SmartLET. , 2018, , .		8
22	Towards the Enactment of Learning Situations Connecting Formal and Non-Formal Learning in SLEs. Lecture Notes in Educational Technology, 2019, , 187-190.	0.8	8
23	A grid serviceâ€based Distributed Network Simulation Environment for computer networks education. Computer Applications in Engineering Education, 2012, 20, 654-665.	3.4	7
24	Data Flow between Tools: Towards a Composition-Based Solution for Learning Design. , 2007, , .		6
25	Semantic search of learning services in a grid-based collaborative system. , 2005, , .		5
26	Generating actionable predictions regarding MOOC learnersâ€™ engagement in peer reviews. Behaviour and Information Technology, 2020, 39, 1356-1373.	4.0	5
27	Supporting contextualized learning with linked open data. Web Semantics, 2021, 70, 100657.	2.9	5
28	CasualLearn: A Smart Application to Learn History of Art. Lecture Notes in Computer Science, 2020, , 472-476.	1.3	5
29	From Low-Scale to Collaborative, Gamified and Massive-Scale Courses: Redesigning a MOOC. Lecture Notes in Computer Science, 2017, , 77-87.	1.3	5
30	Casual Learn: AÂlinked data-based mobile application for learning about local Cultural Heritage. Semantic Web, 2022, 14, 181-195.	1.9	5
31	A Grid Service-Based Collaborative Network Simulation Environment for Computer Networks Education. , 2007, , .		4
32	Integration of External Tools in Virtual Learning Environments: Main Design Issues and Alternatives. , 2010, , .		4
33	Integration of an intelligent tutoring system in a magnetic resonance simulator for education: Technical feasibility and user experience. Computer Methods and Programs in Biomedicine, 2020, 195, 105634.	4.7	4
34	From face-to-face to distance LMS-mediated collaborative learning situations with GLUE!. Computer Applications in Engineering Education, 2015, 23, 527-536.	3.4	3
35	A self-scalable distributed network simulation environment based on cloud computing. Cluster Computing, 2018, 21, 1899-1915.	5.0	3
36	The Potential of Open Data to Automatically Create Learning Resources for Smart Learning Environments. Proceedings (mdpi), 2019, 31, 61.	0.2	3

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37	LeadFlow4LD: Learning and Data Flow Composition-Based Solution for Learning Design in CSCL. Lecture Notes in Computer Science, 2008, , 266-280.	1.3	3
38	Exploiting the Web of Data to bridge formal and informal learning experiences. , 2019, , .		2
39	SLEek: An Ontology For Smart Learning in the Web of Data. , 2021, , .		2
40	Connecting formal and informal learning in Smart Learning Environments. , 2021, , .		2
41	Ontoolcole: An Ontology for the Semantic Search of CSCL Services. Lecture Notes in Computer Science, 2006, , 310-325.	1.3	2
42	A High-Level Reference Model for Reusable Object-Level Coordination Support in Groupware Applications. , 2007, , .		1
43	A Generic Specification of the Data-Flow Issue in the Learning Design Field. , 2009, , .		1
44	Cloud-based simulation for education. , 2013, , .		1
45	Influential factors for managing virtual groups in massive and variable scale courses. , 2016, , .		1
46	Enriching the Web of Data with Educational Information Using We-Share. International Review of Research in Open and Distance Learning, 2017, 18, .	1.8	1
47	Informing the Design of Collaborative Activities in MOOCs using Actionable Predictions. , 2019, , .		1
48	Estimation of Web Proxy Response Times in Community Networks Using Matrix Factorization Algorithms. Electronics (Switzerland), 2020, 9, 88.	3.1	1
49	Demonstration of SCARLETT: A Smart Learning Environment to Support Learners Across Formal and Informal Contexts. Lecture Notes in Computer Science, 2021, , 404-408.	1.3	1
50	Orchestrating an Ubiquitous Learning Situation About Cultural Heritage withÂCasual Learn. Lecture Notes in Computer Science, 2021, , 332-336.	1.3	1
51	From Informal to Formal: Connecting Learning Experiences in Smart Learning Environments. , 2021, , .		1
52	Magnetic Resonance Simulation in Education: Quantitative Evaluation of an Actual Classroom Experience. Sensors, 2021, 21, 6011.	3.8	1
53	Educawood: A Socio-semantic Annotation System for Environmental Education. Lecture Notes in Computer Science, 2021, , 368-372.	1.3	1
54	Grid Service-Based Benchmarking Tool for Computer Architecture Courses. Lecture Notes in Computer Science, 2009, , 621-626.	1.3	1

#	Article	IF	Citations
55	Grid Computing and Component-Based Software Engineering in Computer Supported Collaborative Learning. Lecture Notes in Computer Science, 2004, , 495-498.	1.3	1
56	Prototype-Based Handwriting Recognition Using Shape and Execution Prototypes. , 2005, , 67-88.		0
57	Automatic Retrieval of Educational ICT Tool Descriptions from the Web of Data. , 2012, , .		0
58	Towards Teacher-Managed Deployment andÂIntegration of Non-SaaS Tools in Virtual Learning Environments. Lecture Notes in Computer Science, 2015, , 564-567.	1.3	0
59	Towards a Teacher Application to Support Semantic Annotations of Learning Tasks in Cultural Heritage. , 2022, , .		0