AdÃ©rito Marcos

List of Publications by Year
in descending order

12 papers	184 citations	1684188 5 h-index	1588992 8 g-index
15 all docs	15 docs citations	15 times ranked	188 citing authors

#	Article	IF	Citations
1	An Immersive Musical Instrument Prototype. IEEE Computer Graphics and Applications, 2007, 27, 14-19.	1.2	87
2	NUVE. , 2010, , .		24
3	WAVE: Sound and music in an immersive environment. Computers and Graphics, 2005, 29, 871-881.	2.5	18
4	Digital Art: When Artistic and Cultural Muse Merges with Computer Technology. IEEE Computer Graphics and Applications, 2007, 27, 98-103.	1.2	15
5	Game-Based Learning. International Journal of Art Culture and Design Technologies, 2014, 4, 63-75.	0.1	13
6	Instantiating the creation process in digital art for serious games design. Entertainment Computing, 2011, 2, 143-148.	2.9	6
7	The Computer Medium in Digital Art's Creative Process. , 2009, , 1-25.		6
8	Tele-Media-Art:Feasibility Tests of Web-Based Dance Education for the Blind Using Kinect and Sound Synthesis of Motion. International Journal of Technology and Human Interaction, 2019, 15, 11-28.	0.4	5
9	Mobile Learning. Advances in Media, Entertainment and the Arts, 2018, , 234-257.	0.1	4
10	Supporting Cooperative Software Development through a Multimedia Environment. Eurographics, 1994, , 316-330.	0.4	1
11	A Prototype for Cartographic Human Body Analysis. IEEE Computer Graphics and Applications, 2008, 28, 16-21.	1.2	0
12	O fÃ³rum central: catalizador da participaÃ§Ã£o do aluno em turmas virtuais no ensino a distancia online. Encontros Bibli, 2010, , 85-99.	0.2	0