

J Ángel Velázquez-Iturbide

List of Publications by Year in descending order

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109
papers

1,331
citations

623734

14
h-index

454955

30
g-index

113
all docs

113
docs citations

113
times ranked

614
citing authors

#	ARTICLE	IF	CITATIONS
1	The acceptance of augmented reality in engineering education: the role of technology optimism and technology innovativeness. <i>Interactive Learning Environments</i> , 2023, 31, 3409-3421.	6.4	14
2	Replication of an Evaluation of Teacher Training in the Classification of Programming Exercises Using Bloom's Taxonomy. , 2022, , .		1
3	Students' Emotions Using an Algorithm Experimentation Tool in the New Normal. , 2021, , .		1
4	Technology Acceptance of an Interactive Augmented Reality App on Resistive Circuits for Engineering Students. <i>Electronics (Switzerland)</i> , 2021, 10, 1286.	3.1	17
5	Interactive AR App for Real-Time Analysis of Resistive Circuits. <i>Revista Iberoamericana De Tecnologías Del Aprendizaje</i> , 2021, 16, 187-193.	0.9	8
6	Análisis del pensamiento computacional desde una perspectiva educativa. <i>Revista De Educacion A Distancia</i> , 2021, 21, .	1.0	5
7	Augmented Reality and Engineering Education: A Systematic Review. <i>IEEE Transactions on Learning Technologies</i> , 2021, 14, 817-831.	3.2	37
8	Adaptation of the College of Computer Scientists' Standard for Technical Final Degree Projects. , 2021, , .		0
9	Personality Traits and Intention to Continue Using Massive Open Online Courses (ICM) in Spain: The Mediating Role of Motivations. <i>International Journal of Human-Computer Interaction</i> , 2020, 36, 1953-1967.	4.8	5
10	Analyzing the influence of a visualization system on students' emotions: An empirical case study. <i>Computers and Education</i> , 2020, 149, 103817.	8.3	12
11	Who Will Continue Using MOOCs in the Future? Personality Traits Perspective. <i>IEEE Access</i> , 2020, 8, 52841-52851.	4.2	5
12	Relationship between motivations, personality traits and intention to continue using MOOCs. <i>Education and Information Technologies</i> , 2020, 25, 4417-4435.	5.7	17
13	Using Large-Scale Optimality Testing as a Tool for Analysis Tasks in Algorithm Courses. , 2020, , .		1
14	Addressing Students' Creativity in Algorithm Design. , 2020, , .		0
15	The role of basic mathematics concepts in programming teaching and learning. , 2019, , .		1
16	Evaluating Instructors' Classification of Programming Exercises Using the Revised Bloom's Taxonomy. , 2019, , .		7
17	Students' Misconceptions of Optimization Algorithms. , 2019, , .		5
18	A Systematic Review of the Use of Bloom's Taxonomy in Computer Science Education. , 2018, , .		36

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19	Report of the Spanish Computing Scientific Society on Computing Education in Pre-University Stages. , 2018, , .		7
20	Evaluating the Effect of Program Visualization on Student Motivation. IEEE Transactions on Education, 2017, 60, 238-245.	2.4	18
21	Digital education in the classroom. , 2017, , .		8
22	OptimEx2: Enhancing an experimentation system targeted at optimization algorithms. , 2017, , .		1
23	A "Multiple Executions" Technique of Visualization. , 2016, , .		5
24	Project eMadrid: Learning methodologies, gamification and quality. , 2016, , .		1
25	Systematic Development of Dynamic Programming Algorithms Assisted by Interactive Visualization. , 2016, , .		9
26	Panel: What are limits of educational technologies?. , 2016, , .		0
27	A study on students' preferences in graphical design of algorithm visualizations. , 2016, , .		1
28	Evaluation Experiences of the Representation Techniques of Greedy Programs: Application to the GreedEx Tool. Revista Iberoamericana De Tecnologías Del Aprendizaje, 2016, 11, 179-186.	0.9	2
29	Trends in Computers in Education. Revista Iberoamericana De Tecnologías Del Aprendizaje, 2016, 11, 177-178.	0.9	0
30	Influence of Pedagogic Approaches and Learning Styles on Motivation and Educational Efficiency of Computer Science Students. Revista Iberoamericana De Tecnologías Del Aprendizaje, 2016, 11, 213-218.	0.9	5
31	"Virtual" experimentation on algorithm optimality. , 2016, , .		0
32	Recursion Removal as an Instructional Method to Enhance the Understanding of Recursion Tracing. IEEE Transactions on Education, 2016, 59, 161-168.	2.4	2
33	Design and Evaluation of OptimEx, an Experimentation System for Optimization Algorithms. , 2016, , 51-68.		4
34	How to use the SRec visualization system in programming and algorithm courses. ACM Inroads, 2016, 7, 42-49.	0.6	4
35	Interactive visualization as an aid to develop dynamic programming algorithms. , 2015, , .		0
36	GreedExCol, A CSCL tool for experimenting with greedy algorithms. Computer Applications in Engineering Education, 2015, 23, 790-804.	3.4	14

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37	Modeling the Collaborative Instructional Framework for LMSs Using Educational Modeling Languages. <i>Revista Iberoamericana De Tecnologías Del Aprendizaje</i> , 2015, 10, 43-50.	0.9	0
38	A Review of Teaching and Learning through Practice of Optimization Algorithms. <i>Advances in Higher Education and Professional Development Book Series</i> , 2015, , 65-87.	0.2	5
39	Merlin-know, an interactive virtual teacher for improving learning in Moodle. , 2014, , .		3
40	Relationship between learning styles, motivation and educational efficiency in students of computer science. , 2014, , .		0
41	Difficulties, attitudes and misconceptions on experimenting with optimization algorithms. , 2014, , .		5
42	Serious games for motivating into programming. , 2014, , .		4
43	Evaluation of a Didactic Method for the Active Learning of Greedy Algorithms. <i>IEEE Transactions on Education</i> , 2014, 57, 83-91.	2.4	7
44	An Analysis of Printed Illustrations of Three Algorithm Design Techniques. <i>Revista Iberoamericana De Tecnologías Del Aprendizaje</i> , 2014, 9, 57-63.	0.9	0
45	An evaluation of students'™ motivation in computer-supported collaborative learning of programming concepts. <i>Computers in Human Behavior</i> , 2014, 31, 499-508.	8.5	69
46	Student perception and usage of an automated programming assessment tool. <i>Computers in Human Behavior</i> , 2014, 31, 453-460.	8.5	26
47	GreedEx: A Visualization Tool for Experimentation and Discovery Learning of Greedy Algorithms. <i>IEEE Transactions on Learning Technologies</i> , 2013, 6, 130-143.	3.2	30
48	Toward the effective use of educational program animations: The roles of student's engagement and topic complexity. <i>Computers and Education</i> , 2013, 67, 178-192.	8.3	27
49	An Experimental Method for the Active Learning of Greedy Algorithms. <i>ACM Transactions on Computing Education</i> , 2013, 13, 1-23.	3.5	18
50	Improving Students Learning Programming Skills with ProGames " Programming through Games System. <i>Lecture Notes in Computer Science</i> , 2013, , 579-586.	1.3	0
51	Experiences in Usability Evaluation of Educational Programming Tools. <i>Advances in Game-based Learning Book Series</i> , 2013, , 241-260.	0.2	6
52	Evaluation of a collaborative instructional framework for programming learning. , 2012, , .		7
53	Comparing the effectiveness of different educational uses of program animations. , 2012, , .		5
54	Observations as a Method to Evaluate a Computer-Based Approach to Learning Algorithms. , 2012, , .		1

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55	Refinement of an experimental approach to computer-based, active learning of greedy algorithms. , 2012, , .		5
56	A Long-Term Evaluation of Educational Animations of Functional Programs. , 2012, , .		3
57	Interactive Learning of Recursion. , 2012, , 254-272.		2
58	A first step mapping IMS learning design and Merlin-Mo. , 2011, , .		0
59	Merlin-Mo, an interactions analysis system for Moodle. , 2011, , .		1
60	Experimentation with optimization problems in algorithm courses. , 2011, , .		8
61	The design and coding of greedy algorithms revisited. , 2011, , .		9
62	Improving compilers education through symbol tables animations. , 2011, , .		2
63	A problem solving teaching guide based on a procedure intertwined with a teaching model. , 2011, , .		1
64	InfoVis Interaction Techniques in Animation of Recursive Programs. Algorithms, 2010, 3, 76-91.	2.1	18
65	Educational visualizations of syntax error recovery. , 2010, , .		0
66	Student-centered design of a parser visualization tool. , 2010, , .		0
67	Multiple Usability Evaluations of a Program Animation Tool. , 2010, , .		0
68	A Survey of Successful Evaluations of Program Visualization and Algorithm Animation Systems. ACM Transactions on Computing Education, 2009, 9, 1-21.	3.5	89
69	Active learning of greedy algorithms by means of interactive experimentation. , 2009, , .		12
70	Interactive visualization of recursion with SRec. , 2009, , .		2
71	Tail recursion by using function generalization. , 2009, , .		1
72	VAST. , 2009, , .		1

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73	Active learning of greedy algorithms by means of interactive experimentation. SIGCSE Bulletin, 2009, 41, 119-123.	0.1	3
74	A Design of Automatic Visualizations for Divide-and-Conquer Algorithms. Electronic Notes in Theoretical Computer Science, 2009, 224, 159-167.	0.9	15
75	Pedagogical Effectiveness of Engagement Levels â€“ A Survey of Successful Experiences. Electronic Notes in Theoretical Computer Science, 2009, 224, 169-178.	0.9	15
76	Improving a Zoom+Pan Interface with Overview+Detail or Focus+Context Features: A Comparative Evaluation. , 2009, , 1-17.		0
77	Testing-Based Automatic Grading: A Proposal from Bloom's Taxonomy. , 2008, , .		6
78	An Educative Application Based on Bloomâ€™s Taxonomy for the Learning of Inheritance in Oriented-Object Programming. , 2008, , 157-166.		1
79	An approach to effortless construction of program animations. Computers and Education, 2008, 50, 179-192.	8.3	21
80	How to Improve Assessment of Learning and Performance through Interactive Visualization. , 2008, , .		6
81	A Comparative Study on the Analysis of Students Interactions in e-Learning. , 2008, , .		3
82	SRec. , 2008, , .		17
83	SRec. SIGCSE Bulletin, 2008, 40, 225-229.	0.1	6
84	VAST. , 2008, , .		7
85	Assessing the Usability of a Cookies-Based Access Monitoring Tool for a CMS. , 2007, , .		2
86	An Evaluation of the Effortless Approach to Build Algorithm Animations with WinHIPE. Electronic Notes in Theoretical Computer Science, 2007, 178, 3-13.	0.9	7
87	WinHIPE. ACM SIGPLAN Notices, 2007, 42, 14-23.	0.2	22
88	A Framework for the Automatic Generation of Algorithm Animations Based on Design Techniques. Lecture Notes in Computer Science, 2007, , 475-480.	1.3	4
89	Visualizing the symbol table. SIGCSE Bulletin, 2006, 38, 341-341.	0.1	0
90	Visualizing the symbol table. , 2006, , .		4

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91	Principled design of logical fisheye views of functional expressions. ACM SIGPLAN Notices, 2006, 41, 34-43.	0.2	1
92	Reusable collections of web-based program animations. , 2005, , .		0
93	A programming languages course for freshmen. , 2005, , .		2
94	SOTA. , 2005, , .		1
95	Effortless Construction and Management of Program Animations on the Web. Lecture Notes in Computer Science, 2005, , 163-173.	1.3	4
96	An Approach to the Use and Automatic Generation of Web-Based Learning Materials. Lecture Notes in Computer Science, 2004, , 201-208.	1.3	1
97	Exploring the role of visualization and engagement in computer science education. SIGCSE Bulletin, 2003, 35, 131-152.	0.1	383
98	Exploring the role of visualization and engagement in computer science education. , 2002, , .		128
99	A system to generate electronic books on programming exercises. Electronic Library, 2002, 20, 314-321.	1.4	1
100	A Ubiquitous Computing Environment for Language Learning. Lecture Notes in Computer Science, 2002, , 339-343.	1.3	0
101	Recursion in gradual steps (is recursion really that difficult?). SIGCSE Bulletin, 2000, 32, 310-314.	0.1	7
102	Calculating encoding and decoding functions for prefix codes. ACM SIGPLAN Notices, 1999, 34, 54-60.	0.2	0
103	The locker metaphor to teach dynamic memory. , 1997, , .		1
104	Synthesis of functions by transformations and constraints (poster). ACM SIGPLAN Notices, 1997, 32, 317.	0.2	0
105	Graphical visualization of the evaluation of functional programs. , 1996, , .		6
106	Fun, rigour and pragmatism in functional programming. SIGCSE Bulletin, 1991, 23, 11-16.	0.1	3
107	Flipped Classroom and Aronson's Puzzle: a Combined Evaluation in the Master's Degree in Preuniversity Teaching. Education in the Knowledge Society, 0, 22, e23617.	2.0	16
108	A unified framework to experiment with algorithm optimality and efficiency. Computer Applications in Engineering Education, 0, , .	3.4	1

#	ARTICLE	IF	CITATIONS
109	Experiences in Usability Evaluation of Educational Programming Tools. , 0, , 461-480.		4