

Sonsoles LÃ³pez-Pernas

List of Publications by Year in descending order

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Version: 2024-02-01

41
papers

581
citations

687363

13
h-index

713466

21
g-index

46
all docs

46
docs citations

46
times ranked

273
citing authors

#	ARTICLE	IF	CITATIONS
1	A learning analytics perspective on educational escape rooms. <i>Interactive Learning Environments</i> , 2023, 31, 6509-6525.	6.4	6
2	Modeling Digital Twin Data and Architecture: A Building Guide With FIWARE as Enabling Technology. <i>IEEE Internet Computing</i> , 2022, 26, 7-14.	3.3	31
3	The nature and building blocks of educational technology research. <i>Computers in Human Behavior</i> , 2022, 128, 107123.	8.5	35
4	How well centrality measures capture student achievement in computer-supported collaborative learning? â€“ A systematic review and meta-analysis. <i>Educational Research Review</i> , 2022, 35, 100437.	7.8	10
5	Games and Rewards: A Scientometric Study of Rewards in Educational and Serious Games. <i>IEEE Access</i> , 2022, 10, 31578-31585.	4.2	8
6	Networks in Education: A Travelogue Through Five Decades. <i>IEEE Access</i> , 2022, 10, 32361-32380.	4.2	9
7	Computing Education Research Compiled: Keyword Trends, Building Blocks, Creators, and Dissemination. <i>IEEE Access</i> , 2022, 10, 27041-27068.	4.2	17
8	The Curious Case of Centrality Measures: A Large-Scale Empirical Investigation. <i>Journal of Learning Analytics</i> , 2022, 9, 13-31.	2.4	9
9	From a National Meeting to an International Conference: A Scientometric Case Study of a Finnish Computing Education Conference. <i>IEEE Access</i> , 2022, 10, 66576-66588.	4.2	6
10	How CSCL roles emerge, persist, transition, and evolve over time: A four-year longitudinal study. <i>Computers and Education</i> , 2022, 189, 104581.	8.3	10
11	The Dire Cost of Early Disengagement: A Four-Year Learning Analytics Study over a Full Program. <i>Lecture Notes in Computer Science</i> , 2021, , 122-136.	1.3	2
12	Escapp: A Web Platform for Conducting Educational Escape Rooms. <i>IEEE Access</i> , 2021, 9, 38062-38077.	4.2	19
13	Comparing Face-to-Face and Remote Educational Escape Rooms for Learning Programming. <i>IEEE Access</i> , 2021, 9, 59270-59285.	4.2	19
14	Use of a Simulated Social Network as an Educational Tool to Enhance Teacher Digital Competence. <i>Revista Iberoamericana De Tecnologias Del Aprendizaje</i> , 2021, 16, 107-114.	0.9	11
15	Technology-Enhanced Educational Escape Rooms: A Road Map. <i>IT Professional</i> , 2021, 23, 26-32.	1.5	7
16	Putting It All Together: Combining Learning Analytics Methods and Data Sources to Understand Studentsâ€™ Approaches to Learning Programming. <i>Sustainability</i> , 2021, 13, 4825.	3.2	19
17	Bridging the Gap between Academia and Industry through Studentsâ€™ Contributions to the FIWARE European Open-Source Initiative: A Pilot Study. <i>Electronics (Switzerland)</i> , 2021, 10, 1523.	3.1	4
18	Development of Teacher Digital Competence in the Area of E-Safety through Educational Video Games. <i>Sustainability</i> , 2021, 13, 8485.	3.2	9

#	ARTICLE	IF	CITATIONS
19	Idiographic learning analytics: A definition and a case study. , 2021, , .		2
20	The longitudinal trajectories of online engagement over a full program. Computers and Education, 2021, 175, 104325.	8.3	33
21	Enabling Context-Aware Data Analytics in Smart Environments: An Open Source Reference Implementation. Sensors, 2021, 21, 7095.	3.8	11
22	Modelling diffusion in computer-supported collaborative learning: a large scale learning analytics study. International Journal of Computer-Supported Collaborative Learning, 2021, 16, 441-483.	3.0	8
23	Bringing Synchrony and Clarity to Complex Multi-Channel Data: A Learning Analytics Study in Programming Education. IEEE Access, 2021, 9, 166531-166541.	4.2	11
24	A Scientometric Journey Through the FIE Bookshelf: 1982-2020. , 2021, , .		7
25	Ediphy: A modular and extensible open-source web authoring tool for the creation of interactive learning resources. , 2020, , .		2
26	Automated Assessment in Programming Courses: A Case Study during the COVID-19 Era. Sustainability, 2020, 12, 7451.	3.2	22
27	Data Usage and Access Control in Industrial Data Spaces: Implementation Using FIWARE. Sustainability, 2020, 12, 3885.	3.2	14
28	Enhancing University Services by Extending the eIDAS European Specification with Academic Attributes. Sustainability, 2020, 12, 770.	3.2	7
29	Evaluating an Educational Escape Room Conducted Remotely for Teaching Software Engineering. IEEE Access, 2020, 8, 225032-225051.	4.2	26
30	Body Mass Index in Human Gait for Building Risk Assessment Using Graph Theory. Sensors, 2020, 20, 2899.	3.8	3
31	Learning 3.0: Animations and creativity on Wikipedia. , 2019, , .		0
32	Examining the Use of an Educational Escape Room for Teaching Programming in a Higher Education Setting. IEEE Access, 2019, 7, 31723-31737.	4.2	112
33	Analyzing Learning Effectiveness and Studentsâ€™ Perceptions of an Educational Escape Room in a Programming Course in Higher Education. IEEE Access, 2019, 7, 184221-184234.	4.2	33
34	An Architecture for Providing Data Usage and Access Control in Data Sharing Ecosystems. Procedia Computer Science, 2019, 160, 590-597.	2.0	21
35	EXTENDING THE EIDAS EUROPEAN SPECIFICATION FOR SUPPORTING ACADEMIC ATTRIBUTES. , 2019, , .		0
36	AMMIL: A METHODOLOGY FOR DEVELOPING VIDEO-BASED LEARNING COURSES. , 2019, , .		1

#	ARTICLE	IF	CITATIONS
37	STUDENTS' PERCEPTIONS TOWARD THE USE OF TEACHER-CREATED EDUCATIONAL GAMES IN A SECONDARY EDUCATION SETTING. , 2019, , .		3
38	IDENTIFICATION AND ANALYSIS OF REQUIREMENTS FOR A WEB PLATFORM FOR MANAGING EDUCATIONAL ESCAPE ROOMS. , 2019, , .		2
39	ACCESSIBILITY REVIEW FOR WEB-BASED LEARNING TOOLS AND MATERIALS. , 2018, , .		1
40	IMPROVAL OF AN EDUCATIONAL PLATFORM THROUGH THE INTEGRATION OF AN EXTENSIBLE E-LEARNING AUTHORIZING TOOL. , 2018, , .		0
41	RESCORM: A BOILERPLATE FOR CREATING SCORM-COMPLIANT REACT APPLICATIONS. , 2018, , .		2