Juan Manuel Gonzalez Calleros

List of Publications by Year
in descending order

50 papers	174 citations	2258059 3 h-index	1720034 7 g-index
52 all docs	52 docs citations	52 times ranked	155 citing authors

#	Article	IF	Citations
1	A novel methodology of parametric identification for robots based on a CNN. Journal of Intelligent and Fuzzy Systems, 2022, , 1-14.	1.4	0
2	Methodology for Designing an Electricity Demand System in the Context of IoT Household. Applied Sciences (Switzerland), 2022, 12, 3387.	2.5	0
3	OptimizaciÃ³n del consumo elÃ©ctrico mediante la heurÃstica cÃºmulo de partÃculas. Revista Colombiana De Computacion, 2021, 22, 14-21.	0.5	0
4	Red neuronal artificial para la extracciÃ³n de parÃ¡metros dinÃ¡micos de robots a partir de informaciÃ³n incompleta de su movimiento. Revista Colombiana De Computacion, 2021, 22, 37-47.	0.5	1
5	MÃ©todo experimental para identificar el nivel de atenciÃ³n en las personas. Revista Colombiana De Computacion, 2021, 22, 6-13.	0.5	0
6	A grammar for specifying full-body gestures elicited for abstract tasks. Journal of Intelligent and Fuzzy Systems, 2020, 39, 2433-2444.	1.4	0
7	A methodology for gestural interaction relying on user-defined gestures sets following a one-shot learning approach. Journal of Intelligent and Fuzzy Systems, 2019, 36, 5001-5010.	1.4	3
8	Data Acquisition System for the Monitoring of Attention in People and Development of Interfaces for Commercial Devices. Communications in Computer and Information Science, 2019, , 83-97.	0.5	1
9	Gesture-Based Interaction for Virtual Reality Environments Through User-Defined Commands. Communications in Computer and Information Science, 2019, , 143-157.	0.5	2
10	Methodology for Automatic Identification of Emotions in Learning Environments. Research in Computing Science, 2019, 148, 89-96.	0.1	2
11	Design of Home Energy Management System Using IoT Data Flow. Communications in Computer and Information Science, 2019, , 165-176.	0.5	0
12	Formal Protocol for the Creation of a Database of Physiological and Behavioral Signals for the Automatic Recognition of Emotions. Communications in Computer and Information Science, 2019, , 211-226.	0.5	3
13	The Human and the Context Components in the Design of Automatic Sign Language Recognition Systems. Communications in Computer and Information Science, 2019, , 369-380.	0.5	0
14	A Study for the Identification of a Full-Body Gesture Language for Enabling Natural User Interaction. Communications in Computer and Information Science, 2019, , 42-56.	0.5	0
15	The RASE Model Applied to the Development of Communicative Competence Online. Communications in Computer and Information Science, 2019, , 381-395.	0.5	0
16	Identification of Patterns in Children with ADHD Based on Brain Waves. Communications in Computer and Information Science, 2019, , 255-268.	0.5	1
17	Continuous Evaluation of the Learning Process of Algebra Through a Semi-Automated Tool. Journal of Information Technology Research, 2019, 12, 1-20.	0.5	0
18	Cultural aspects in the user experience design of an ASLR system. , 2019, , .		1

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19	KiddyAttack. , 2018, , .		4
20	Is Natural User Interaction Really Natural? An evaluation of gesture-based navigating techniques in Virtual Environments. Computacion Y Sistemas, 2018, 22, .	0.3	1
21	Disponibilidad y uso de TIC en las familias del preescolar. Revista Ibero-Americana De Estudos Em EducaÃ§Ã£o, 2018, 13, 657-672.	0.2	1
22	A method to align user interface to workflow allocation patterns. , 2017, , .		0
23	Extension of a User Model for Promoting the Development of Applications to Support Auditory Rehabilitation. Human-computer Interaction Series, 2017, , 53-70.	0.6	1
24	FlowagileXML: An HCI-Agile Methodology to Develop Interactive Systems for Children with Disabilities. Human-computer Interaction Series, 2017, , 1-28.	0.6	0
25	Activity Theory as a Framework for Activity Taxonomy in HCI. IEEE Latin America Transactions, 2016, 14, 844-857.	1.6	4
26	Getting Research Findings into Practice: Guidelines to Produce Quality Software Engineering Diagrams to Assist Novice Engineers. , 2016, , .		1
27	Producerâ€“Consumer Model of a Textbook for the Community of Humanâ€“Computer Interaction in Latin America. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2016, 11, 23-30.	0.9	3
28	SEGA-ARM. , 2015, , .		3
29	A Method to Develop Interactive Environments to Support Occupational Therapies. Lecture Notes in Computer Science, 2015, , 9-15.	1.3	0
30	Automated UI evaluation based on a cognitive architecture and UsiXML. Science of Computer Programming, 2014, 86, 43-57.	1.9	3
31	Towards Model-Game-Based Rehabilitation Information System. , 2014, , .		2
32	Advance humanâ€“machine interface automatic evaluation. Universal Access in the Information Society, 2013, 12, 387-401.	3.0	5
33	Model-Driven Development of Vocal User Interfaces. Lecture Notes in Computer Science, 2013, , 30-34.	1.3	0
34	Return to Activities of Daily Life: Physiotherapy Rehabilitation with Serious Game. Lecture Notes in Computer Science, 2013, , 63-66.	1.3	1
35	Methodology for the development of vocal user interfaces. , 2012, , .		2
36	Towards Model-Based User Interface Development of e-Learning Management Systems. Research in Computing Science, 2012, 47, 59-71.	0.1	0

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37	Towards Model-Based AHMI Automatic Evaluation. , 2011, , 191-198.		0
38	Design and engineering of game-like virtual and multimodal environments. , 2010, , .		2
39	A Structured Methodology for Developing 3D Web Applications. Advances in Web Technologies and Engineering Book Series, 2010, , 15-43.	0.4	2
40	An Iterative Method to Design Traffic Flow Models. , 2009, , .		1
41	A Theoretical Survey of User Interface Description Languages: Preliminary Results. , 2009, , .		49
42	Towards Canonical Task Types for User Interface Design. , 2009, , .		4
43	Model Driven Engineering of Rich Internet Applications Equipped with Zoomable User Interfaces. , 2009, , .		1
44	A Model-Based Approach for Developing Vectorial User Interfaces. , 2009, , .		2
45	A Structured Approach to Support 3D User Interface Development. , 2009, , .		11
46	How to Describe Workflow Information Systems to Support Business Process. Advanced Issues of E-Commerce and Web-Based Information Systems (WECWIS), International Workshop on, 2008, , .	0.0	2
47	FlowiXML: a step towards designing workflow management systems. International Journal of Web Engineering and Technology, 2008, 4, 163.	0.2	21
48	A first draft of a Model-driven Method for Designing Graphical User Interfaces of Rich Internet Applications. , 2006, , .		32
49	RevisiÃ³n sistemÃ¡tica de la literatura sobre los sistemas tutores afectivos: 2001-2020. Revista Brasileira De Informâ˚šÂºtica Na Educaâ˚šÃŸâ˚šÂ£o, 0, 29, 928-956.	0.1	0
50	A Method for Generating Multiplatform User Interfaces for E-Learning Environments. , 0, , 90-111.		1