## Miguel X Rodriguez-Paz

List of Publications by Year in descending order

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#	Article	IF	CITATIONS
1	A corrected smooth particle hydrodynamics formulation of the shallow-water equations. Computers and Structures, 2005, 83, 1396-1410.	4.4	103
2	Variational formulation for the smooth particle hydrodynamics (SPH) simulation of fluid and solid problems. Computer Methods in Applied Mechanics and Engineering, 2004, 193, 1245-1256.	6.6	78
3	A corrected smooth particle hydrodynamics method for the simulation of debris flows. Numerical Methods for Partial Differential Equations, 2004, 20, 140-163.	3.6	38
4	Hamiltonian formulation of the variable-h SPH equations. Journal of Computational Physics, 2005, 209, 541-558.	3.8	24
5	Measuring the Developing of Competences with Collaborative Interdisciplinary Work. , 2019, , .		15
6	The i-Semester Experience: Undergraduate Challenge Based Learning within the Automotive Industry. , 2019, , .		12
7	A Hybrid Teaching Model for Engineering Courses Suitable for Pandemic Conditions. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2021, 16, 267-275.	0.9	11
8	Use of an Offline Video Repository as a Tool to Improve Students' Performance in Engineering Courses versus Real-Time Long Distance Courses. , 2019, , .		10
9	A hybrid flipped-learning model and a new learning-space to improve the performance of students in Structural Mechanics courses. , 2020, , .		8
10	An Enhanced Hybrid Model for Teaching Mechanics of Structures Courses. , 2019, , .		8
11	Real-time Distance Courses to Improve Satisfaction and Competence - A Case Study on the Performance of Students Observing their Grades. , 2019, , .		7
12	The Positive Effects on Student Performance of Using Social Networks in Courses of Applied Mechanics. , 2018, , .		5
13	Integration of circular economy principles for developing sustainable development competences in higher education: an analysis of bachelor construction management courses. , 2020, , .		4
14	Virtual Reality Environments as a Strategy to Improve Processes Productivity. , 2020, , .		4
15	Robot based Challenges to Develop Disciplinary and Soft Competencies in Engineering Students. , 2020, , $\cdot$		4
16	Usage of Building Information Modeling for Sustainable Development Education. , 0, , .		4
17	Development of a BIM-VR application for e-learning engineering education. , 2021, , .		3
18	Virtual Reality as a Factor to Improve Productivity in Learning Processes. Advances in Intelligent Systems and Computing, 2020, , 762-768.	0.6	3

#	Article	IF	CITATIONS
19	A Hybrid Online/Lectures Teaching Model for Mechanics of Structures Courses Involving New Learning Spaces. , 0, , .		3
20	Successful Strategies for the attraction of more women into Engineering in Southern Mexico. , 2020, , .		2
21	A Remote Robot Based Lab to Develop Competencies in Engineering Students during Covidl9 Pandemic. , 2021, , .		2
22	A Hybrid and Flexible Teaching Model for Engineering Courses Suitable for Pandemic Conditions towards the New Normality. , 2021, , .		2
23	Using BIM as a collaborative platform to improve e-learning in civil engineering. , 2020, , .		2
24	A Long-Distance/Online Teaching Model With Video Technology for Engineering Courses Suitable for Emergency Situations. , 2020, , .		2
25	BIM and game engines for engineering online learning. , 2022, , .		2
26	A Structural Engineering Lab Based on Virtual Construction Site Visits to Develop Students' Competencies for the New Normality. , 2021, , .		1
27	A Real-Time Remote Courses Model for the Improvement of the Overall Learning Experience. Lecture Notes in Computer Science, 2020, , 132-143.	1.3	1
28	Beginning of cracking of masonry walls due to vibrating and noise effects of machines. Vibroengineering PROCEDIA, 2018, 21, 184-189.	0.5	1
29	Promoting Sustainable Development Education through Competency-based Education Supported by Online Resources. , 2020, , .		1
30	Students Perceptions of a Hybrid and Flexible Teaching Model for Post-COVID19 Normality. , 2021, , .		1
31	A Continuous Improvement Model to Enhance Academic Quality in Engineering Programs. , 0, , .		1
32	Augmented Reality as an enabling technology to evaluate risk in working postures. , 2022, , .		1
33	Factors That Impact Mastery Learning in a Probability and Statistics Course. , 2019, , .		0
34	Performance of college students in a statistics course using mastery learning. , 2020, , .		0
35	Virtual Reality Environment as a Developer of Working Competences. Advances in Intelligent Systems and Computing, 2021, , 138-145.	0.6	0
36	Women in Engineering Academic Programs: A Dynamic Modelling Approach for Southern Mexico. , 2021, , .		0

#	Article	IF	CITATIONS
37	The approximation function of bridge deck vibration derived from the measured eigenmodes. International Journal of Applied Mathematics and Computer Science, 2017, 27, 799-814.	1.5	0
38	Virtual Reality and Collaborative Interdisciplinary Work in the Development of Competences. , 2019, , .		0
39	Real-Time Remote Courses - A Case Study on Student Satisfaction and Implementation. International Journal of Learning and Teaching, 2020, , 219-224.	0.1	0
40	The Effects of the Exposure to an Aromatic Environment on Students During University Engineering Final Exam – A Pilot Study. Advances in Intelligent Systems and Computing, 2020, , 182-187.	0.6	0
41	A Simple but Effective Gamification Methodology Based on Lego Type Models for the Attraction of More Students into STEM Programs in Developing Nations. , 2021, , .		0
42	Evaluating the Impact of the Use of Augmented Reality on Human Centered Design. , 2021, , .		0
43	Developing Digital and Communication Competencies in Architecture Courses while Strengthening International Perspectives. , 2021, , .		0
44	How the Use of an Internet Radio Program and Podcast Helped Civil Engineering Students Engage with Local Communities in Need. , 0, , .		0
45	Successful Strategies for Attracting More Female Students to Engineering Majors in Emerging Economies: The Case of Southern Mexico. , 0, , .		0
46	A Challenge Based Model for the Development of Digital Transformation and Disciplinary Competences in Structural Engineering Courses. , 2022, , .		0
47	An Effective Methodology for the Attraction of Students into Engineering Programs for Post-Covid Normality. , 2022, , .		0
48	A Flexible Teaching Model with Digital Transformation Competences for Structural Engineering Courses. , 2022, , .		0
49	Developing disciplinary competencies in an "hybrid model―comparing "on-line―versus "face-to-face interaction between students and lecturers. , 2022, , .	2―	0