

Eduardo Gomez-Sanchez

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7211059/publications.pdf>

Version: 2024-02-01

54
papers

1,105
citations

430874

18
h-index

414414

32
g-index

56
all docs

56
docs citations

56
times ranked

952
citing authors

#	ARTICLE	IF	CITATIONS
1	Cloud computing and education: A state-of-the-art survey. Computers and Education, 2015, 80, 132-151.	8.3	234
2	Grid Characteristics and Uses: A Grid Definition. Lecture Notes in Computer Science, 2004, , 291-298.	1.3	69
3	Studying participation networks in collaboration using mixed methods. International Journal of Computer-Supported Collaborative Learning, 2006, 1, 383-408.	3.0	67
4	Multiple Case Studies to Enhance Project-Based Learning in a Computer Architecture Course. IEEE Transactions on Education, 2005, 48, 482-489.	2.4	64
5	Gridcole: A tailorable grid service based system that supports scripted collaborative learning. Computers and Education, 2008, 51, 155-172.	8.3	61
6	Automatization of a penicillin production process with soft sensors and an adaptive controller based on neuro fuzzy systems. Control Engineering Practice, 2004, 12, 1073-1090.	5.5	60
7	ARTMAP: use of mutual information for category reduction in Fuzzy ARTMAP. IEEE Transactions on Neural Networks, 2002, 13, 58-69.	4.2	54
8	Learning from noisy information in FasArt and FasBack neuro-fuzzy systems. Neural Networks, 2001, 14, 407-425.	5.9	53
9	GLUE!: An architecture for the integration of external tools in Virtual Learning Environments. Computers and Education, 2013, 60, 122-137.	8.3	47
10	To reward and beyond: Analyzing the effect of reward-based strategies in a MOOC. Computers and Education, 2019, 142, 103639.	8.3	42
11	Affordances and Core Functions of Smart Learning Environments: A Systematic Literature Review. IEEE Transactions on Learning Technologies, 2021, 14, 129-145.	3.2	30
12	Study of distributed learning as a solution to category proliferation in Fuzzy ARTMAP based neural systems. Neural Networks, 2003, 16, 1039-1057.	5.9	28
13	Semantic search of tools for collaborative learning with the Ontoolsearch system. Computers and Education, 2010, 54, 835-848.	8.3	26
14	Supporting orchestration of CSCL scenarios in web-based Distributed Learning Environments. Computers and Education, 2014, 73, 9-25.	8.3	23
15	Online machine learning algorithms to predict link quality in community wireless mesh networks. Computer Networks, 2018, 132, 68-80.	5.1	23
16	A semantic approach to discovering learning services in grid-based collaborative systems. Future Generation Computer Systems, 2006, 22, 709-719.	7.5	22
17	Free- and Open-Source Software for a Course on Network Management: Authoring and Enactment of Scripts Based on Collaborative Learning Strategies. IEEE Transactions on Education, 2007, 50, 292-301.	2.4	22
18	Aligning learning design and learning analytics through instructor involvement: a MOOC case study. Interactive Learning Environments, 2019, 27, 685-698.	6.4	22

#	ARTICLE	IF	CITATIONS
19	Enabling Teachers to Deploy CSCL Designs across Distributed Learning Environments. IEEE Transactions on Learning Technologies, 2013, 6, 324-336.	3.2	19
20	A Linked Data approach for the discovery of educational ICT tools in the Web of Data. Computers and Education, 2012, 59, 952-962.	8.3	16
21	A Tailorable Collaborative Learning System That Combines OGSA Grid Services and IMS-LD Scripting. Lecture Notes in Computer Science, 2004, , 305-321.	1.3	15
22	Automatic extraction of human-recognizable shape and execution prototypes of handwritten characters. Pattern Recognition, 2003, 36, 1605-1617.	8.1	11
23	Towards the Enactment of Learning Situations Connecting Formal and Non-Formal Learning in SLEs. Lecture Notes in Educational Technology, 2019, , 187-190.	0.8	8
24	A grid service-based Distributed Network Simulation Environment for computer networks education. Computer Applications in Engineering Education, 2012, 20, 654-665.	3.4	7
25	Semantic search of learning services in a grid-based collaborative system. , 2005, , .		5
26	Supporting contextualized learning with linked open data. Web Semantics, 2021, 70, 100657.	2.9	5
27	CasualLearn: A Smart Application to Learn History of Art. Lecture Notes in Computer Science, 2020, , 472-476.	1.3	5
28	Casual Learn: A linked data-based mobile application for learning about local Cultural Heritage. Semantic Web, 2022, 14, 181-195.	1.9	5
29	A Grid Service-Based Collaborative Network Simulation Environment for Computer Networks Education. , 2007, , .		4
30	Integration of External Tools in Virtual Learning Environments: Main Design Issues and Alternatives. , 2010, , .		4
31	Integration of an intelligent tutoring system in a magnetic resonance simulator for education: Technical feasibility and user experience. Computer Methods and Programs in Biomedicine, 2020, 195, 105634.	4.7	4
32	Bouncing Between the Dark and Bright Sides. Qualitative Inquiry, 2008, 14, 1187-1204.	1.4	3
33	From face-to-face to distance LMS-mediated collaborative learning situations with GLUE!. Computer Applications in Engineering Education, 2015, 23, 527-536.	3.4	3
34	A self-scalable distributed network simulation environment based on cloud computing. Cluster Computing, 2018, 21, 1899-1915.	5.0	3
35	The Potential of Open Data to Automatically Create Learning Resources for Smart Learning Environments. Proceedings (mdpi), 2019, 31, 61.	0.2	3
36	On the design of an ellipsoid ARTMAP classifier within the fuzzy adaptive system ART framework. , 0, , .		2

#	ARTICLE	IF	CITATIONS
37	How well Fuzzy ARTMAP approximates functions?. Journal of Intelligent and Fuzzy Systems, 2013, 25, 335-350.	1.4	2
38	Uso de la colaboraci3n y la gamificaci3n en MOOC: un an3lisis exploratorio. RIED: Revista Iberoamericana De Educaci3n A Distancia, 2018, 21, 263.	1.5	2
39	Connecting formal and informal learning in Smart Learning Environments. , 2021, , .		2
40	Ontoolcole: An Ontology for the Semantic Search of CSCL Services. Lecture Notes in Computer Science, 2006, , 310-325.	1.3	2
41	Integration of External Tools in VLEs with the GLUE! Architecture: A Case Study. Lecture Notes in Computer Science, 2012, , 371-376.	1.3	2
42	A High-Level Reference Model for Reusable Object-Level Coordination Support in Groupware Applications. , 2007, , .		1
43	Cloud-based simulation for education. , 2013, , .		1
44	Enriching the Web of Data with Educational Information Using We-Share. International Review of Research in Open and Distance Learning, 2017, 18, .	1.8	1
45	Estimation of Web Proxy Response Times in Community Networks Using Matrix Factorization Algorithms. Electronics (Switzerland), 2020, 9, 88.	3.1	1
46	Demonstration of SCARLETT: A Smart Learning Environment to Support Learners Across Formal and Informal Contexts. Lecture Notes in Computer Science, 2021, , 404-408.	1.3	1
47	From Informal to Formal: Connecting Learning Experiences in Smart Learning Environments. , 2021, , .		1
48	Magnetic Resonance Simulation in Education: Quantitative Evaluation of an Actual Classroom Experience. Sensors, 2021, 21, 6011.	3.8	1
49	Grid Service-Based Benchmarking Tool for Computer Architecture Courses. Lecture Notes in Computer Science, 2009, , 621-626.	1.3	1
50	Grid Computing and Component-Based Software Engineering in Computer Supported Collaborative Learning. Lecture Notes in Computer Science, 2004, , 495-498.	1.3	1
51	Demonstration of the Integration of External Tools in VLEs with the GLUE! Architecture. Lecture Notes in Computer Science, 2012, , 465-470.	1.3	1
52	Prototype-Based Handwriting Recognition Using Shape and Execution Prototypes. , 2005, , 67-88.		0
53	Automatic Retrieval of Educational ICT Tool Descriptions from the Web of Data. , 2012, , .		0
54	Towards Teacher-Managed Deployment and4Integration of Non-SaaS Tools in Virtual Learning Environments. Lecture Notes in Computer Science, 2015, , 564-567.	1.3	0