Eduardo Gomez-Sanchez

List of Publications by Year
in descending order

54 papers	1,105 citations	430442 18 h-index	414034 32 g-index
56 all docs	56 docs citations	56 times ranked	952 citing authors

#	Article	IF	Citations
1	Casual Learn: AÂlinked data-based mobile application for learning about local Cultural Heritage. Semantic Web, 2022, 14, 181-195.	1.1	5
2	Demonstration of SCARLETT: A Smart Learning Environment to Support Learners Across Formal and Informal Contexts. Lecture Notes in Computer Science, 2021, , 404-408.	1.0	1
3	From Informal to Formal: Connecting Learning Experiences in Smart Learning Environments. , 2021, , .		1
4	Supporting contextualized learning with linked open data. Web Semantics, 2021, 70, 100657.	2.2	5
5	Connecting formal and informal learning in Smart Learning Environments. , 2021, , .		2
6	Magnetic Resonance Simulation in Education: Quantitative Evaluation of an Actual Classroom Experience. Sensors, 2021, 21, 6011.	2.1	1
7	Affordances and Core Functions of Smart Learning Environments: A Systematic Literature Review. IEEE Transactions on Learning Technologies, 2021, 14, 129-145.	2.2	30
8	Estimation of Web Proxy Response Times in Community Networks Using Matrix Factorization Algorithms. Electronics (Switzerland), 2020, 9, 88.	1.8	1
9	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.	2.6	4
10	CasualLearn: A Smart Application to Learn History of Art. Lecture Notes in Computer Science, 2020, , 472-476.	1.0	5
11	To reward and beyond: Analyzing the effect of reward-based strategies in a MOOC. Computers and Education, 2019, 142, 103639.	5.1	42
12	Aligning learning design and learning analytics through instructor involvement: a MOOC case study. Interactive Learning Environments, 2019, 27, 685-698.	4.4	22
13	Towards the Enactment of Learning Situations Connecting Formal and Non-Formal Learning in SLEs. Lecture Notes in Educational Technology, 2019, , 187-190.	0.5	8
14	The Potential of Open Data to Automatically Create Learning Resources for Smart Learning Environments. Proceedings (mdpi), 2019, 31, 61.	0.2	3
15	Online machine learning algorithms to predict link quality in community wireless mesh networks. Computer Networks, 2018, 132, 68-80.	3.2	23
16	Uso de la colaboraciÃ³n y la gamificaciÃ³n en MOOC: un anÃ¡lisis exploratorio. RIED: Revista Iberoamericana De EducaciÃ³n A Distancia, 2018, 21, 263.	0.8	2
17	A self-scalable distributed network simulation environment based on cloud computing. Cluster Computing, 2018, 21, 1899-1915.	3.5	3
18	Enriching the Web of Data with Educational Information Using We-Share. International Review of Research in Open and Distance Learning, 2017, 18, .	1.0	1

#	Article	IF	Citations
19	From face-to-face to distance LMS-mediated collaborative learning situations with GLUE!. Computer Applications in Engineering Education, 2015, 23, 527-536.	2.2	3
20	Cloud computing and education: A state-of-the-art survey. Computers and Education, 2015, 80, 132-151.	5.1	234
21	Towards Teacher-Managed Deployment andÂIntegration of Non-SaaS Tools in Virtual Learning Environments. Lecture Notes in Computer Science, 2015, , 564-567.	1.0	0
22	Supporting orchestration of CSCL scenarios in web-based Distributed Learning Environments. Computers and Education, 2014, 73, 9-25.	5.1	23
23	Enabling Teachers to Deploy CSCL Designs across Distributed Learning Environments. IEEE Transactions on Learning Technologies, 2013, 6, 324-336.	2.2	19
24	Cloud-based simulation for education. , 2013, , .		1
25	GLUE!: An architecture for the integration of external tools in Virtual Learning Environments. Computers and Education, 2013, 60, 122-137.	5.1	47
26	How well Fuzzy ARTMAP approximates functions?. Journal of Intelligent and Fuzzy Systems, 2013, 25, 335-350.	0.8	2
27	Automatic Retrieval of Educational ICT Tool Descriptions from the Web of Data. , 2012, , .		0
28	A Linked Data approach for the discovery of educational ICT tools in the Web of Data. Computers and Education, 2012, 59, 952-962.	5.1	16
29	A grid serviceâ€based Distributed Network Simulation Environment for computer networks education. Computer Applications in Engineering Education, 2012, 20, 654-665.	2.2	7
30	Integration of External Tools in VLEs with the GLUE! Architecture: A Case Study. Lecture Notes in Computer Science, 2012, , 371-376.	1.0	2
31	Demonstration of the Integration of External Tools in VLEs with the GLUE! Architecture. Lecture Notes in Computer Science, 2012, , 465-470.	1.0	1
32	Integration of External Tools in Virtual Learning Environments: Main Design Issues and Alternatives. , 2010, , .		4
33	Semantic search of tools for collaborative learning with the Ontoolsearch system. Computers and Education, 2010, 54, 835-848.	5.1	26
34	Grid Service-Based Benchmarking Tool for Computer Architecture Courses. Lecture Notes in Computer Science, 2009, , 621-626.	1.0	1
35	Gridcole: A tailorable grid service based system that supports scripted collaborative learning. Computers and Education, 2008, 51, 155-172.	5.1	61
36	Bouncing Between the Dark and Bright Sides. Qualitative Inquiry, 2008, 14, 1187-1204.	1.0	3

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37	A High-Level Reference Model for Reusable Object-Level Coordination Support in Groupware Applications. , 2007, , .		1
38	A Grid Service-Based Collaborative Network Simulation Environment for Computer Networks Education. , 2007, , .		4
39	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.	2.0	22
40	A semantic approach to discovering learning services in grid-based collaborative systems. Future Generation Computer Systems, 2006, 22, 709-719.	4.9	22
41	Studying participation networks in collaboration using mixed methods. International Journal of Computer-Supported Collaborative Learning, 2006, 1, 383-408.	1.9	67
42	Ontoolcole: An Ontology for the Semantic Search of CSCL Services. Lecture Notes in Computer Science, 2006, , 310-325.	1.0	2
43	Prototype-Based Handwriting Recognition Using Shape and Execution Prototypes. , 2005, , 67-88.		0
44	Multiple Case Studies to Enhance Project-Based Learning in a Computer Architecture Course. IEEE Transactions on Education, 2005, 48, 482-489.	2.0	64
45	Semantic search of learning services in a grid-based collaborative system. , 2005, , .		5
46	Grid Characteristics and Uses: A Grid Definition. Lecture Notes in Computer Science, 2004, , 291-298.	1.0	69
47	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.	3.2	60
48	Grid Computing and Component-Based Software Engineering in Computer Supported Collaborative Learning. Lecture Notes in Computer Science, 2004, , 495-498.	1.0	1
49	A Tailorable Collaborative Learning System That Combines OGSA Grid Services and IMS-LD Scripting. Lecture Notes in Computer Science, 2004, , 305-321.	1.0	15
50	Automatic extraction of human-recognizable shape and execution prototypes of handwritten characters. Pattern Recognition, 2003, 36, 1605-1617.	5.1	11
51	Study of distributed learning as a solution to category proliferation in Fuzzy ARTMAP based neural systems. Neural Networks, 2003, 16, 1039-1057.	3.3	28
52	Î¼ARTMAP: use of mutual information for category reduction in Fuzzy ARTMAP. IEEE Transactions on Neural Networks, 2002, 13, 58-69.	4.8	54
53	Learning from noisy information in FasArt and FasBack neuro-fuzzy systems. Neural Networks, 2001, 14, 407-425.	3.3	53
54	On the design of an ellipsoid ARTMAP classifier within the fuzzy adaptive system ART framework. , 0, , .		2