Miguel A Teruel

List of Publications by Year
in descending order

29 papers	305 citations	1040056 9 h-index	940533 16 g-index
31 all docs	31 docs citations	31 times ranked	335 citing authors

#	Article	IF	Citations
1	Analyzing the understandability of Requirements Engineering languages for CSCW systems: A family of experiments. Information and Software Technology, 2012, 54, 1215-1228.	4.4	34
2	Improving Sustainability of Smart Cities through Visualization Techniques for Big Data from IoT Devices. Sustainability, 2020, 12, 5595.	3.2	30
3	Applying thematic analysis to define an awareness interpretation for collaborative computer games. Information and Software Technology, 2016, 74, 17-44.	4.4	29
4	A CSCW Requirements Engineering CASE Tool: Development and usability evaluation. Information and Software Technology, 2014, 56, 922-949.	4.4	27
5	Ambient Intelligence Environment for Home Cognitive Telerehabilitation. Sensors, 2018, 18, 3671.	3.8	27
6	Diagnosis and prognosis of mental disorders by means of EEG and deep learning: a systematic mapping study. Artificial Intelligence Review, 2022, 55, 1209-1251.	15.7	26
7	CSRML: A Goal-Oriented Approach to Model Requirements for Collaborative Systems. Lecture Notes in Computer Science, 2011, , 33-46.	1.3	22
8	An empirical evaluation of requirement engineering techniques for collaborative systems. , 2011, , .		14
9	A comprehensive framework for modeling requirements of CSCW systems. Journal of Software: Evolution and Process, 2017, 29, e1858.	1.6	10
10	Influence awareness: considering motivation in computer-assisted rehabilitation. Journal of Ambient Intelligence and Humanized Computing, 2019, 10, 2185-2197.	4.9	9
11	A COMPARATIVE OF GOAL-ORIENTED APPROACHES TO MODELLING REQUIREMENTS FOR COLLABORATIVE SYSTEMS. , 2011, , .		9
12	The New Era of Business Intelligence Applications: Building from a Collaborative Point of View. Business and Information Systems Engineering, 2019, 61, 615-634.	6.1	8
13	Assessing the impact of the awareness level on a co-operative game. Information and Software Technology, 2018, 98, 89-116.	4.4	6
14	A Bio-Inspired Model-Based Approach for Context-Aware Post-WIMP Tele-Rehabilitation. Sensors, 2016, 16, 1689.	3.8	5
15	An Innovative Tool to Create Neurofeedback Games for ADHD Treatment. Lecture Notes in Computer Science, 2017, , 183-192.	1.3	5
16	Fostering Sustainability through Visualization Techniques for Real-Time IoT Data: A Case Study Based on Gas Turbines for Electricity Production. Sensors, 2020, 20, 4556.	3.8	5
17	Easing ÄApp Interaction for Non-Blockchain Users from a Conceptual Modelling Approach. Applied Sciences (Switzerland), 2020, 10, 4280.	2.5	5
18	Multisensory Treatment of the Hemispatial Neglect by Means of Virtual Reality and Haptic Techniques. Lecture Notes in Computer Science, 2015, , 469-478.	1.3	5

#	Article	IF	Citations
19	Assesing the understandability of collaborative systems requirements notations: An empirical study. , 2011, , .		4
20	Exploiting Awareness for the Development of Collaborative Rehabilitation Systems. Mobile Information Systems, 2017, 2017, 1-15.	0.6	4
21	A design pattern for representing Workspace Awareness. , 2014, , .		3
22	Towards an Awareness Interpretation for Physical and Cognitive Rehabilitation Systems. Lecture Notes in Computer Science, 2016, , 121-132.	1.3	3
23	A Distributed Tool to Perform Dynamic Therapies for Social Cognitive Deficit Through Avatars. Lecture Notes in Computer Science, 2017, , 731-741.	1.3	3
24	CSRML4BI: A Goal-Oriented Requirements Approach for Collaborative Business Intelligence. Lecture Notes in Computer Science, 2014, , 423-430.	1.3	2
25	A methodology to automatically translate user requirements into visualizations: Experimental validation. Information and Software Technology, 2021, 136, 106592.	4.4	2
26	An Alternative to W3C Task Model for Post-WIMP. Lecture Notes in Computer Science, 2015, , 297-308.	1.3	1
27	Improving collaborative and Post-WIMP systems through requirements specification. , 2014, , .		0
28	W3C Task Meta-model Limitations in Post-WIMP Applications. , 2015, , .		0
29	Improving Motivation in Wrist Rehabilitation Therapies. Advances in Intelligent Systems and Computing, 2020, , 199-206.	0.6	0