

Miguel A Teruel

List of Publications by Year in descending order

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Version: 2024-02-01

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	Diagnosis and prognosis of mental disorders by means of EEG and deep learning: a systematic mapping study. <i>Artificial Intelligence Review</i> , 2022, 55, 1209-1251.	15.7	26
2	A methodology to automatically translate user requirements into visualizations: Experimental validation. <i>Information and Software Technology</i> , 2021, 136, 106592.	4.4	2
3	Improving Sustainability of Smart Cities through Visualization Techniques for Big Data from IoT Devices. <i>Sustainability</i> , 2020, 12, 5595.	3.2	30
4	Fostering Sustainability through Visualization Techniques for Real-Time IoT Data: A Case Study Based on Gas Turbines for Electricity Production. <i>Sensors</i> , 2020, 20, 4556.	3.8	5
5	Easing App Interaction for Non-Blockchain Users from a Conceptual Modelling Approach. <i>Applied Sciences (Switzerland)</i> , 2020, 10, 4280.	2.5	5
6	Improving Motivation in Wrist Rehabilitation Therapies. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 199-206.	0.6	0
7	The New Era of Business Intelligence Applications: Building from a Collaborative Point of View. <i>Business and Information Systems Engineering</i> , 2019, 61, 615-634.	6.1	8
8	Influence awareness: considering motivation in computer-assisted rehabilitation. <i>Journal of Ambient Intelligence and Humanized Computing</i> , 2019, 10, 2185-2197.	4.9	9
9	Assessing the impact of the awareness level on a co-operative game. <i>Information and Software Technology</i> , 2018, 98, 89-116.	4.4	6
10	Ambient Intelligence Environment for Home Cognitive Telerehabilitation. <i>Sensors</i> , 2018, 18, 3671.	3.8	27
11	A comprehensive framework for modeling requirements of CSCW systems. <i>Journal of Software: Evolution and Process</i> , 2017, 29, e1858.	1.6	10
12	An Innovative Tool to Create Neurofeedback Games for ADHD Treatment. <i>Lecture Notes in Computer Science</i> , 2017, , 183-192.	1.3	5
13	Exploiting Awareness for the Development of Collaborative Rehabilitation Systems. <i>Mobile Information Systems</i> , 2017, 2017, 1-15.	0.6	4
14	A Distributed Tool to Perform Dynamic Therapies for Social Cognitive Deficit Through Avatars. <i>Lecture Notes in Computer Science</i> , 2017, , 731-741.	1.3	3
15	A Bio-Inspired Model-Based Approach for Context-Aware Post-WIMP Tele-Rehabilitation. <i>Sensors</i> , 2016, 16, 1689.	3.8	5
16	Towards an Awareness Interpretation for Physical and Cognitive Rehabilitation Systems. <i>Lecture Notes in Computer Science</i> , 2016, , 121-132.	1.3	3
17	Applying thematic analysis to define an awareness interpretation for collaborative computer games. <i>Information and Software Technology</i> , 2016, 74, 17-44.	4.4	29
18	W3C Task Meta-model Limitations in Post-WIMP Applications. , 2015, , .		0

#	ARTICLE	IF	CITATIONS
19	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
20	An Alternative to W3C Task Model for Post-WIMP. Lecture Notes in Computer Science, 2015, , 297-308.	1.3	1
21	A design pattern for representing Workspace Awareness. , 2014, , .		3
22	CSRML4BI: A Goal-Oriented Requirements Approach for Collaborative Business Intelligence. Lecture Notes in Computer Science, 2014, , 423-430.	1.3	2
23	A CSCW Requirements Engineering CASE Tool: Development and usability evaluation. Information and Software Technology, 2014, 56, 922-949.	4.4	27
24	Improving collaborative and Post-WIMP systems through requirements specification. , 2014, , .		0
25	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
26	An empirical evaluation of requirement engineering techniques for collaborative systems. , 2011, , .		14
27	CSRML: A Goal-Oriented Approach to Model Requirements for Collaborative Systems. Lecture Notes in Computer Science, 2011, , 33-46.	1.3	22
28	Assesing the understandability of collaborative systems requirements notations: An empirical study. , 2011, , .		4
29	A COMPARATIVE OF GOAL-ORIENTED APPROACHES TO MODELLING REQUIREMENTS FOR COLLABORATIVE SYSTEMS. , 2011, , .		9