

# Luciano H O Santos

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7241459/publications.pdf>

Version: 2024-02-01

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citations

2257263

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#	ARTICLE	IF	CITATIONS
1	Effects of Social Interaction Mechanics in Pervasive Games on the Physical Activity Levels of Older Adults: Quasi-Experimental Study. JMIR Serious Games, 2019, 7, e13962.	1.7	21
2	Pervasive game design to evaluate social interaction effects on levels of physical activity among older adults. Journal of Rehabilitation and Assistive Technologies Engineering, 2019, 6, 205566831984444.	0.6	15
3	Promoting Physical Activity in Japanese Older Adults Using a Social Pervasive Game: Randomized Controlled Trial. JMIR Serious Games, 2021, 9, e16458.	1.7	8
4	Designing Pervasive Social Interaction Mechanics for Elderly Players: A Multicultural Study Case. Smart Innovation, Systems and Technologies, 2019, , 293-303.	0.5	4
5	Design Elements of Pervasive Games for Elderly Players: A Social Interaction Study Case. Lecture Notes in Computer Science, 2019, , 204-215.	1.0	2
6	A game engine for building ubigames. , 2014, , .		1
7	Recognition of Instrument Passing and Group Attention for Understanding Intraoperative State of Surgical Team. Advanced Biomedical Engineering, 2022, 11, 37-47.	0.4	1