

# Daniel Burgos

## List of Publications by Year in descending order

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Version: 2024-02-01

150  
papers

2,642  
citations

331538

21  
h-index

233338

45  
g-index

161  
all docs

161  
docs citations

161  
times ranked

1529  
citing authors

#	ARTICLE	IF	CITATIONS
1	Educational game design for online education. <i>Computers in Human Behavior</i> , 2008, 24, 2530-2540.	5.1	389
2	Is Metaverse in education a blessing or a curse: a combined content and bibliometric analysis. <i>Smart Learning Environments</i> , 2022, 9, .	4.3	204
3	Disrupted classes, undisrupted learning during COVID-19 outbreak in China: application of open educational practices and resources. <i>Smart Learning Environments</i> , 2020, 7, .	4.3	165
4	Digital Transformation in Higher Education Institutions: A Systematic Literature Review. <i>Sensors</i> , 2020, 20, 3291.	2.1	150
5	An Evolutionary SVM Model for DDOS Attack Detection in Software Defined Networks. <i>IEEE Access</i> , 2020, 8, 132502-132513.	2.6	132
6	Monitoring student progress using virtual appliances: A case study. <i>Computers and Education</i> , 2012, 58, 1058-1067.	5.1	110
7	Digital Games in eLearning Environments. <i>Simulation and Gaming</i> , 2009, 40, 669-687.	1.2	69
8	Accessibility within open educational resources and practices for disabled learners: a systematic literature review. <i>Smart Learning Environments</i> , 2020, 7, .	4.3	66
9	How to represent adaptation in e-learning with IMS learning design. <i>Interactive Learning Environments</i> , 2007, 15, 161-170.	4.4	64
10	Re-purposing existing generic games and simulations for e-learning. <i>Computers in Human Behavior</i> , 2007, 23, 2656-2667.	5.1	57
11	Encouraging contributions in learning networks using incentive mechanisms. <i>Journal of Computer Assisted Learning</i> , 2005, 21, 355-365.	3.3	56
12	Practical and Pedagogical Issues for Teacher Adoption of IMS Learning Design Standards in Moodle LMS. <i>Journal of Interactive Media in Education</i> , 2005, 2005, 3.	1.1	46
13	Are MOOCs Open Educational Resources? A literature review on history, definitions and typologies of OER and MOOCs. <i>Open Praxis</i> , 2021, 11, 331.	1.7	45
14	A Systematic Review of Systematic Reviews on Blended Learning: Trends, Gaps and Future Directions. <i>Psychology Research and Behavior Management</i> , 2021, Volume 14, 1525-1541.	1.3	44
15	Responding to the Initial Challenge of the COVID-19 Pandemic: Analysis of International Responses and Impact in School and Higher Education. <i>Sustainability</i> , 2022, 14, 1876.	1.6	41
16	In Search for the Open Educator: Proposal of a Definition and a Framework to Increase Openness Adoption Among University Educators. <i>International Review of Research in Open and Distance Learning</i> , 2016, 17, .	1.0	38
17	Optimized test suites for automated testing using different optimization techniques. <i>Soft Computing</i> , 2018, 22, 8341-8352.	2.1	37
18	Open Educational Resources and Practices in China: A Systematic Literature Review. <i>Sustainability</i> , 2019, 11, 4867.	1.6	36

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19	Design and Implementation of a Virtual Laboratory for Physics Subjects in Moroccan Universities. Sustainability, 2021, 13, 3711.	1.6	35
20	Authoring game-based adaptive units of learning with IMS Learning Design and <e-Adventure>. International Journal of Learning Technology, 2007, 3, 252.	0.2	27
21	Modeling Adaptive Educational Methods with IMS Learning Design. Journal of Interactive Media in Education, 2007, 2007, 8.	1.1	26
22	The evolution of sustainability models for Open Educational Resources: insights from the literature and experts. Interactive Learning Environments, 2023, 31, 1421-1436.	4.4	25
23	Emergence of the Online-Merge-Offline (OMO) Learning Wave in the Post-COVID-19 Era: A Pilot Study. Sustainability, 2021, 13, 3512.	1.6	24
24	Starting MOOCs in African University: The Experience of Cadi Ayyad University, Process, Review, Recommendations, and Prospects. IEEE Access, 2020, 8, 17477-17488.	2.6	23
25	Building adaptive game-based learning resources: The integration of IMS Learning Design and <e-Adventure>. Simulation and Gaming, 2008, 39, 414-431.	1.2	21
26	Review of Current Student-Monitoring Techniques used in eLearning-Focused recommender Systems and Learning analytics. The Experience API and LIME model Case Study. International Journal of Interactive Multimedia and Artificial Intelligence, 2014, 2, 44.	1.0	21
27	Unveiling the Relationship between the Use of Open Educational Resources and the Adoption of Open Teaching Practices in Higher Education. Sustainability, 2019, 11, 5637.	1.6	20
28	Social4all: Definition of specific adaptations in Web applications to improve accessibility. Computer Standards and Interfaces, 2016, 48, 1-9.	3.8	19
29	Institutional mapping of open educational practices beyond use of Open Educational Resources. Distance Education, 2018, 39, 511-527.	2.5	19
30	Natural language interface model for the evaluation of ergonomic routines in occupational health (ILENA). Journal of Ambient Intelligence and Humanized Computing, 2019, 10, 1611-1619.	3.3	19
31	A Case Study of Applying Open Educational Practices in Higher Education during COVID-19: Impacts on Learning Motivation and Perceptions. Sustainability, 2020, 12, 9129.	1.6	18
32	Advancing open, flexible and distance learning through learning analytics. Distance Education, 2019, 40, 303-308.	2.5	17
33	Factors that foster and deter STEM professional development among teachers. Science Education, 2020, 104, 857-872.	1.8	17
34	A Game-Based Adaptive Unit of Learning with IMS Learning Design and <e-Adventure>. Lecture Notes in Computer Science, 2007, , 247-261.	1.0	17
35	Virtualization of Higher Education during COVID-19: A Successful Case Study in Palestine. Sustainability, 2021, 13, 6583.	1.6	16
36	Analysis of Studentsâ€™ Behavior Through User Clustering in Online Learning Settings, Based on Self Organizing Maps Neural Networks. IEEE Access, 2021, 9, 132592-132608.	2.6	15

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37	A Systematic Review of the Effects of Automatic Scoring and Automatic Feedback in Educational Settings. IEEE Access, 2021, 9, 108190-108198.	2.6	15
38	Are we there yet? A systematic literature review of Open Educational Resources in Africa: A combined content and bibliometric analysis. PLoS ONE, 2022, 17, e0262615.	1.1	14
39	Facilitating participation: From the EML web site to the Learning Network for Learning Design. Interactive Learning Environments, 2005, 13, 55-69.	4.4	13
40	The Development of MOOCs in China. Lecture Notes in Educational Technology, 2018, , .	0.5	13
41	Intelligent Framework for Learning Physics with Aikido (Martial Art) and Registered Sensors. Sensors, 2019, 19, 3681.	2.1	13
42	Validation of the three web quality dimensions of a minimally invasive surgery e-learning platform. International Journal of Medical Informatics, 2017, 107, 1-10.	1.6	12
43	Learning Management Systems Activity Records for Studentsâ€™ Assessment of Generic Skills. IEEE Access, 2018, 6, 15958-15968.	2.6	12
44	An Analysis of Peer-Reviewed Publications on Open Educational Practices (OEP) from 2007 to 2020: A Bibliometric Mapping Analysis. Sustainability, 2021, 13, 10798.	1.6	12
45	Representing Adaptive and Adaptable Units of Learning. , 2007, , 41-56.		12
46	Emerging Technologies Landscape on Education. A review. International Journal of Interactive Multimedia and Artificial Intelligence, 2013, 2, 55.	1.0	12
47	Meta-Mender: A meta-rule based recommendation system for educational applications. Procedia Computer Science, 2010, 1, 2877-2882.	1.2	11
48	Design of a Remote Signal Processing Student Lab. IEEE Access, 2017, 5, 16068-16076.	2.6	11
49	Patterns for higher education international cooperation fostered by Open Educational Resources. Innovations in Education and Teaching International, 2021, 58, 361-371.	1.5	11
50	Virtual Exchange to Develop Cultural, Language, and Digital Competencies. Sustainability, 2021, 13, 5926.	1.6	11
51	Open Educational Resources in Morocco. Lecture Notes in Educational Technology, 2020, , 119-134.	0.5	11
52	Un modelo conceptual de transformaci3n digital. Openenergy y el caso de la Universidad Nacional de Colombia. Education in the Knowledge Society, 2019, 19, 95-107.	2.0	11
53	Education in a Crisis Context: Summary, Insights and Future. Lecture Notes in Educational Technology, 2021, , 3-10.	0.5	10
54	Specification, authoring and prototyping of personalised workplace learning solutions. International Journal of Learning Technology, 2007, 3, 286.	0.2	9

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55	The changing landscape of mobile learning pedagogy: A systematic literature review. <i>Interactive Learning Environments</i> , 2023, 31, 6462-6479.	4.4	9
56	Meta-Rule Based Recommender Systems for Educational Applications. , 2012, , 211-231.		8
57	Social Seducement: Empowering Social Economy Entrepreneurship. The Training Approach. <i>International Journal of Interactive Multimedia and Artificial Intelligence</i> , 2019, 5, 135.	1.0	8
58	Promoting Open Education Through Gamification in Higher Education: the OpenGame project. , 2020, , .		8
59	TELMA: Technology-enhanced learning environment for minimally invasive surgery. <i>Journal of Surgical Research</i> , 2013, 182, 21-29.	0.8	7
60	X-ray imaging virtual online laboratory for engineering undergraduates. <i>European Journal of Physics</i> , 2020, 41, 014001.	0.3	7
61	Secure and efficient transmission of data based on Caesar Cipher Algorithm for Sybil attack in IoT. <i>Eurasip Journal on Advances in Signal Processing</i> , 2021, 2021, .	1.0	7
62	A Systematic Literature Review of Empirical Studies on Learning Analytics in Educational Games. <i>International Journal of Interactive Multimedia and Artificial Intelligence</i> , 2021, 7, 250.	1.0	7
63	A Transversal Analysis of Different Learning Design Approaches. <i>Journal of Interactive Media in Education</i> , 2008, 2008, 24.	1.1	7
64	The Evolution of Educational Game Designs From Computers to Mobile Devices: A Comprehensive Review. <i>Lecture Notes in Educational Technology</i> , 2020, , 81-99.	0.5	7
65	Digital Transformation in Higher Education Institutions: Between Myth and Reality. <i>Lecture Notes in Educational Technology</i> , 2020, , 41-50.	0.5	7
66	Computers in human behavior. <i>Computers in Human Behavior</i> , 2008, 24, 2475-2476.	5.1	6
67	A4Learning – A Case Study to Improve the User Performance: Alumni Alike Activity Analytics to Self-Assess Personal Progress. , 2014, , .		6
68	OERaaS: Open educational resources as a service with the help of virtual containers. <i>IEEE Latin America Transactions</i> , 2016, 14, 2927-2933.	1.2	6
69	Analysis of stressâ€™s effects on cardiac dynamics: A case study on undergraduate students. <i>International Journal of Medical Informatics</i> , 2020, 137, 104104.	1.6	6
70	Connection between sleeping patterns and cognitive deterioration in women with Alzheimerâ€™s disease. <i>Sleep and Breathing</i> , 2022, 26, 361-371.	0.9	6
71	Representation of Coordination Mechanisms in IMS LD. , 2009, , 330-351.		6
72	Transformational Techniques for Model-Driven Authoring of Learning Designs. , 2007, , 230-241.		5

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73	The International Comparison and Trend Analysis of the Development of MOOCs in Higher Education. Lecture Notes in Educational Technology, 2018, , 1-9.	0.5	5
74	Automation of the tutoring process in online environments through the analytics of learning. , 2018, , .		5
75	Exploring intercultural learning through a blended course about open education practices across the Mediterranean. , 2018, , .		5
76	A Solution to Manage the Full Life Cycle of Learning Analytics in a Learning Management System: AnalyTIC. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2019, 14, 127-134.	0.7	5
77	Personalized tutoring model through the application of Learning Analytics phases. IEEE Latin America Transactions, 2020, 18, 7-15.	1.2	5
78	A Predictive System Informed by Studentsâ€™ Similar Behaviour. Sustainability, 2020, 12, 706.	1.6	5
79	A Smart Collaborative Educational Game with Learning Analytics to Support English Vocabulary Teaching. International Journal of Interactive Multimedia and Artificial Intelligence, 2021, 6, 215.	1.0	5
80	A 6-Key Action Plan for Education in Times of Crises. Lecture Notes in Educational Technology, 2021, , 11-21.	0.5	5
81	Using the IMS Learning Design notation for the modelling and delivery of education. , 2008, , 298-314.		5
82	Automatic Discovery of Complementary Learning Resources. Lecture Notes in Computer Science, 2011, , 327-340.	1.0	5
83	Semi-Automated Correction Tools for Mathematics-Based Exercises in MOOC Environments. International Journal of Interactive Multimedia and Artificial Intelligence, 2015, 3, 89.	1.0	5
84	Game-Based Learning for Learners With Disabilitiesâ€”What Is Next? A Systematic Literature Review From the Activity Theory Perspective. Frontiers in Psychology, 2021, 12, 814691.	1.1	5
85	Game&#x00B7;Tel: An approach to multi-format and multi-device accessible engineering education. , 2011, , .		4
86	Transgenic learning for STEAM subjects and virtual containers for OER. Distance Education, 2018, 39, 4-18.	2.5	4
87	Advanced Sensors Technology in Education. Sensors, 2019, 19, 4155.	2.1	4
88	Identifying Students at Risk of Failing a Subject by Using Learning Analytics for Subsequent Customised Tutoring. Applied Sciences (Switzerland), 2019, 9, 448.	1.3	4
89	A Scalable Approach for 360Â° Feedback in Cooperative Learning. IEEE Access, 2019, 7, 9105-9115.	2.6	4
90	Background Similarities as a Way to Predict Studentsâ€™ Behaviour. Sustainability, 2019, 11, 6883.	1.6	4

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91	Remote Special Education during COVID-19: A Combined Bibliometric, Content and Thematic Analysis. , 2021, , .		4
92	Read, Watch, Do: Developing Digital Competence for University Educators. Communications in Computer and Information Science, 2019, , 80-93.	0.4	4
93	Online Technology in Knowledge Transfer. Lecture Notes in Educational Technology, 2020, , 91-103.	0.5	4
94	L.I.M.E. A recommendation model for informal and formal learning, engaged. International Journal of Interactive Multimedia and Artificial Intelligence, 2013, 2, 79.	1.0	4
95	To Use or Not to Use: Impact of Personality on the Intention of Using Gamified Learning Environments. Electronics (Switzerland), 2022, 11, 1907.	1.8	4
96	Microcomputer-Based Laboratory Role in Developing Studentsâ€™ Conceptual Understanding in Chemistry: Case of Acidâ€“Base Titration. Journal of Chemical Education, 2022, 99, 2548-2555.	1.1	4
97	Guest Editorial: eGames and adaptive eLearning: A practical approach. Simulation and Gaming, 2008, 39, 316-318.	1.2	3
98	TELMA: Technology enhanced learning environment for Minimally Invasive Surgery. Procedia Computer Science, 2011, 3, 316-321.	1.2	3
99	A4Learning: An iterative methodological approach to support better learning and teaching. IEEE Latin America Transactions, 2015, 13, 483-489.	1.2	3
100	A Framework for a Semiautomatic Competence Valuation. Lecture Notes in Educational Technology, 2020, , 215-236.	0.5	3
101	Social seducement: towards the foundations for a pedagogical model. IngenierÃa Solidaria, 2017, 13, 45-52.	0.1	3
102	Comparing Visual Instructional Design Languages. , 2008, , 315-344.		3
103	Critical facilities for active participation in learning networks. International Journal of Web Based Communities, 2006, 2, 81.	0.2	2
104	Behavior Analysis of Digital Transformation in Latin American and Colombian Universities, Based on a General Identification of Variables. Lecture Notes in Educational Technology, 2021, , 129-156.	0.5	2
105	Spatial-Resolution Independent Object Detection Framework for Aerial Imagery. Computers, Materials and Continua, 2021, 68, 1937-1948.	1.5	2
106	Bridges and Mediation in Higher Distance Education: HELMeTO 2020 Report. Education Sciences, 2021, 11, 334.	1.4	2
107	A Critical Review of Ims Learning Design. , 2015, , 137-153.		2
108	Framework for Teacher Support During Remote Teaching in a Crisis: COVID-19, as a Case Study. Lecture Notes in Educational Technology, 2021, , 147-161.	0.5	2

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109	The influence of gender in the use of Augmented Reality in Education: A Systematic Literature Review. , 2021, , .		2
110	A Ubiquitous Learning Model for Education and Training Processes Supported by TV Everywhere Platforms. International Journal of Emerging Technologies in Learning, 2022, 17, 128-145.	0.8	2
111	Implementation of the recommendation model LIME in cognitive and visual interactive tutors from PSLC. IEEE Latin America Transactions, 2015, 13, 516-522.	1.2	1
112	Supporting innovation in technology-enhanced learning: a stakeholder-based open approach. International Journal of Innovation and Learning, 2017, 22, 233.	0.4	1
113	Conclusions of Construction and Development of MOOCs in China. Lecture Notes in Educational Technology, 2018, , 277-288.	0.5	1
114	Innovative and Revolutionary Potential of MOOCs. Lecture Notes in Educational Technology, 2018, , 25-35.	0.5	1
115	Certificate Authentication and Credit System of MOOCs in China. Lecture Notes in Educational Technology, 2018, , 261-276.	0.5	1
116	Training on Social Economy Entrepreneurship. Journal of Information Technology Research, 2020, 13, 156-173.	0.3	1
117	The Adoption of Open Educational Practices to Support Practical Work at Moroccan Universities. Lecture Notes in Educational Technology, 2021, , 233-249.	0.5	1
118	Modelling a Stakeholder Community via a Social Platform: The Case of TELeurope.eu. Lecture Notes in Computer Science, 2010, , 396-401.	1.0	1
119	Openness as the key factor to support education in times of crisis. , 2020, , .		1
120	Modelling a case study in Astronomy with IMS Learning Design. Journal of Interactive Media in Education, 2008, 2008, 17.	1.1	1
121	Design Guidelines for Collaboration and Participation with Examples from the LN4LD (Learning) Tj ETQq1 1 0.784314 rgBT /Overlock 1		1
122	Games-Based Learning, Destination Feedback and Adaptation. , 2009, , 119-130.		1
123	Learning Analytics. , 2015, , 2379-2387.		1
124	Empowering Positive Behaviors: A Gamification-Based Approach. Communications in Computer and Information Science, 2019, , 54-68.	0.4	1
125	A Novel Keyword Ontology Generator Method Tested on "Digital Transformation in Higher Education" Topic. Communications in Computer and Information Science, 2019, , 179-191.	0.4	1
126	Motor Imagery Experiment Using BCI: An Educational Technology Approach. Lecture Notes in Educational Technology, 2020, , 81-98.	0.5	1



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127	The Case for Serious Games Analytics. Lecture Notes in Educational Technology, 2020, , 213-227.	0.5	1
128	Games-Based Learning, Destination Feedback and Adaptation. , 0, , 1048-1059.		1
129	The Opengame Competencies Framework: an Attempt to Map Open Education Attitudes, Knowledge and Skills. European Distance and E-Learning Network, 2020, , 105-112.	0.3	1
130	Social interaction and gamification with youth at risk of social exclusion: The technological approach of the Keystone project. Entertainment Computing, 2022, 43, 100502.	1.8	1
131	A Comprehensive Framework for Comparing Textbooks: Insights from the Literature and Experts. Sustainability, 2022, 14, 6940.	1.6	1
132	Social4all. , 2016, , .		0
133	Learning Support of MOOCs in China. Lecture Notes in Educational Technology, 2018, , 229-244.	0.5	0
134	Construction of MOOC Platforms in China. Lecture Notes in Educational Technology, 2018, , 43-83.	0.5	0
135	Basic Information of MOOCs in China. Lecture Notes in Educational Technology, 2018, , 119-147.	0.5	0
136	Design Model for MOOCs in China. Lecture Notes in Educational Technology, 2018, , 149-165.	0.5	0
137	Learner Analysis of Chinese MOOCs. Lecture Notes in Educational Technology, 2018, , 85-118.	0.5	0
138	Evaluation Models of MOOCs in China. Lecture Notes in Educational Technology, 2018, , 207-227.	0.5	0
139	Maturity model for collaborative innovation: Higher education challenge. , 2018, , .		0
140	Fostering Teachers-Led Open Education in Universities: Recommendations Emerging from Research. , 2019, , .		0
141	Training on Social Entrepreneurship. Advances in Human and Social Aspects of Technology Book Series, 2021, , 302-317.	0.3	0
142	Machine Learning and Student Activity to Predict Academic Grades in Online Settings in Latam. Lecture Notes in Educational Technology, 2021, , 243-257.	0.5	0
143	IJIMAI Editor's Note - Vol. 2 Issue 7. International Journal of Interactive Multimedia and Artificial Intelligence, 2014, 2, 4.	1.0	0
144	Special issue on alternative reality and analytics for learning:. IngenierÃa Solidaria, 2017, 13, 5-7.	0.1	0

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145	BUILDING CAPACITY OF UNIVERSITY EDUCATORS TO WORK WITH OPEN PRACTICES BEYOND OER: A CASE STUDY. INTED Proceedings, 2018, , .	0.0	0
146	How to Integrate Formal and Informal Settings in Massive Open Online Courses Through a Transgenic Learning Approach. Lecture Notes in Educational Technology, 2020, , 173-191.	0.5	0
147	Interview with Professor Belinda Tynan: A journey through distance education. Distances Et MÃ©diations Des Savoirs, 2020, , .	0.4	0
148	Entretien avec la Professeure Belinda Tynan. Distances Et MÃ©diations Des Savoirs, 2020, , .	0.4	0
149	Casos de estudio innovadores en la educaci3n formal en Palestina: resumen, retos y perspectivas de futuro. Education in the Knowledge Society, 0, 22, e27332.	2.0	0
150	Open Educational Resources in the Belt and Road Countries: Conclusions and Future Directions. Lecture Notes in Educational Technology, 2020, , 239-244.	0.5	0