

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	The evolution of sustainability models for Open Educational Resources: insights from the literature and experts. <i>Interactive Learning Environments</i> , 2023, 31, 1421-1436.	4.4	25
2	The changing landscape of mobile learning pedagogy: A systematic literature review. <i>Interactive Learning Environments</i> , 2023, 31, 6462-6479.	4.4	9
3	Connection between sleeping patterns and cognitive deterioration in women with Alzheimer's disease. <i>Sleep and Breathing</i> , 2022, 26, 361-371.	0.9	6
4	Are we there yet? A systematic literature review of Open Educational Resources in Africa: A combined content and bibliometric analysis. <i>PLoS ONE</i> , 2022, 17, e0262615.	1.1	14
5	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
6	Social interaction and gamification with youth at risk of social exclusion: The technological approach of the Keystone project. <i>Entertainment Computing</i> , 2022, 43, 100502.	1.8	1
7	To Use or Not to Use: Impact of Personality on the Intention of Using Gamified Learning Environments. <i>Electronics (Switzerland)</i> , 2022, 11, 1907.	1.8	4
8	A Comprehensive Framework for Comparing Textbooks: Insights from the Literature and Experts. <i>Sustainability</i> , 2022, 14, 6940.	1.6	1
9	Microcomputer-Based Laboratory Role in Developing Students' Conceptual Understanding in Chemistry: Case of Acid-Base Titration. <i>Journal of Chemical Education</i> , 2022, 99, 2548-2555.	1.1	4
10	A Ubiquitous Learning Model for Education and Training Processes Supported by TV Everywhere Platforms. <i>International Journal of Emerging Technologies in Learning</i> , 2022, 17, 128-145.	0.8	2
11	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
12	Patterns for higher education international cooperation fostered by Open Educational Resources. <i>Innovations in Education and Teaching International</i> , 2021, 58, 361-371.	1.5	11
13	Analysis of Students' Behavior Through User Clustering in Online Learning Settings, Based on Self Organizing Maps Neural Networks. <i>IEEE Access</i> , 2021, 9, 132592-132608.	2.6	15
14	Training on Social Entrepreneurship. <i>Advances in Human and Social Aspects of Technology Book Series</i> , 2021, , 302-317.	0.3	0
15	A Systematic Review of the Effects of Automatic Scoring and Automatic Feedback in Educational Settings. <i>IEEE Access</i> , 2021, 9, 108190-108198.	2.6	15
16	A Smart Collaborative Educational Game with Learning Analytics to Support English Vocabulary Teaching. <i>International Journal of Interactive Multimedia and Artificial Intelligence</i> , 2021, 6, 215.	1.0	5
17	Machine Learning and Student Activity to Predict Academic Grades in Online Settings in Latam. <i>Lecture Notes in Educational Technology</i> , 2021, , 243-257.	0.5	0
18	Behavior Analysis of Digital Transformation in Latin American and Colombian Universities, Based on a General Identification of Variables. <i>Lecture Notes in Educational Technology</i> , 2021, , 129-156.	0.5	2

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19	Spatial-Resolution Independent Object Detection Framework for Aerial Imagery. Computers, Materials and Continua, 2021, 68, 1937-1948.	1.5	2
20	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
21	Design and Implementation of a Virtual Laboratory for Physics Subjects in Moroccan Universities. Sustainability, 2021, 13, 3711.	1.6	35
22	Virtual Exchange to Develop Cultural, Language, and Digital Competencies. Sustainability, 2021, 13, 5926.	1.6	11
23	Virtualization of Higher Education during COVID-19: A Successful Case Study in Palestine. Sustainability, 2021, 13, 6583.	1.6	16
24	Secure and efficient transmission of data based on Caesar Cipher Algorithm for Sybil attack in IoT. Eurasip Journal on Advances in Signal Processing, 2021, 2021, .	1.0	7
25	Bridges and Mediation in Higher Distance Education: HELMeTO 2020 Report. Education Sciences, 2021, 11, 334.	1.4	2
26	Remote Special Education during COVID-19: A Combined Bibliometric, Content and Thematic Analysis. , 2021, , .		4
27	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
28	A Systematic Review of Systematic Reviews on Blended Learning: Trends, Gaps and Future Directions. Psychology Research and Behavior Management, 2021, Volume 14, 1525-1541.	1.3	44
29	The Adoption of Open Educational Practices to Support Practical Work at Moroccan Universities. Lecture Notes in Educational Technology, 2021, , 233-249.	0.5	1
30	A Systematic Literature Review of Empirical Studies on Learning Analytics in Educational Games. International Journal of Interactive Multimedia and Artificial Intelligence, 2021, 7, 250.	1.0	7
31	A 6-Key Action Plan for Education in Times of Crises. Lecture Notes in Educational Technology, 2021, , 11-21.	0.5	5
32	Are MOOCs Open Educational Resources? A literature review on history, definitions and typologies of OER and MOOCs. Open Praxis, 2021, 11, 331.	1.7	45
33	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
34	Education in a Crisis Context: Summary, Insights and Future. Lecture Notes in Educational Technology, 2021, , 3-10.	0.5	10
35	The influence of gender in the use of Augmented Reality in Education: A Systematic Literature Review. , 2021, , .		2
36	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

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37	X-ray imaging virtual online laboratory for engineering undergraduates. <i>European Journal of Physics</i> , 2020, 41, 014001.	0.3	7
38	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
39	Factors that foster and deter STEM professional development among teachers. <i>Science Education</i> , 2020, 104, 857-872.	1.8	17
40	An Evolutionary SVM Model for DDOS Attack Detection in Software Defined Networks. <i>IEEE Access</i> , 2020, 8, 132502-132513.	2.6	132
41	Training on Social Economy Entrepreneurship. <i>Journal of Information Technology Research</i> , 2020, 13, 156-173.	0.3	1
42	A Case Study of Applying Open Educational Practices in Higher Education during COVID-19: Impacts on Learning Motivation and Perceptions. <i>Sustainability</i> , 2020, 12, 9129.	1.6	18
43	Starting MOOCs in African University: The Experience of Cadi Ayyad University, Process, Review, Recommendations, and Prospects. <i>IEEE Access</i> , 2020, 8, 17477-17488.	2.6	23
44	Accessibility within open educational resources and practices for disabled learners: a systematic literature review. <i>Smart Learning Environments</i> , 2020, 7, .	4.3	66
45	Digital Transformation in Higher Education Institutions: A Systematic Literature Review. <i>Sensors</i> , 2020, 20, 3291.	2.1	150
46	Personalized tutoring model through the application of Learning Analytics phases. <i>IEEE Latin America Transactions</i> , 2020, 18, 7-15.	1.2	5
47	A Predictive System Informed by Studentsâ€™ Similar Behaviour. <i>Sustainability</i> , 2020, 12, 706.	1.6	5
48	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
49	Open Educational Resources in Morocco. <i>Lecture Notes in Educational Technology</i> , 2020, , 119-134.	0.5	11
50	Online Technology in Knowledge Transfer. <i>Lecture Notes in Educational Technology</i> , 2020, , 91-103.	0.5	4
51	A Framework for a Semiautomatic Competence Valuation. <i>Lecture Notes in Educational Technology</i> , 2020, , 215-236.	0.5	3
52	Openness as the key factor to support education in times of crisis. , 2020, , .		1
53	How to Integrate Formal and Informal Settings in Massive Open Online Courses Through a Transgenic Learning Approach. <i>Lecture Notes in Educational Technology</i> , 2020, , 173-191.	0.5	0
54	Interview with Professor Belinda Tynan: A journey through distance education. <i>Distances Et MÃ©diations Des Savoirs</i> , 2020, , .	0.4	0

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55	Entretien avec la Professeure Belinda Tynan. Distances Et MÃ©diations Des Savoirs, 2020, , .	0.4	0
56	Motor Imagery Experiment Using BCI: An Educational Technology Approach. Lecture Notes in Educational Technology, 2020, , 81-98.	0.5	1
57	Open Educational Resources in the Belt and Road Countries: Conclusions and Future Directions. Lecture Notes in Educational Technology, 2020, , 239-244.	0.5	0
58	The Evolution of Educational Game Designs From Computers to Mobile Devices: A Comprehensive Review. Lecture Notes in Educational Technology, 2020, , 81-99.	0.5	7
59	Digital Transformation in Higher Education Institutions: Between Myth and Reality. Lecture Notes in Educational Technology, 2020, , 41-50.	0.5	7
60	The Case for Serious Games Analytics. Lecture Notes in Educational Technology, 2020, , 213-227.	0.5	1
61	Promoting Open Education Through Gamification in Higher Education: the OpenGame project. , 2020, , .		8
62	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
63	Advanced Sensors Technology in Education. Sensors, 2019, 19, 4155.	2.1	4
64	Advancing open, flexible and distance learning through learning analytics. Distance Education, 2019, 40, 303-308.	2.5	17
65	Intelligent Framework for Learning Physics with Aikido (Martial Art) and Registered Sensors. Sensors, 2019, 19, 3681.	2.1	13
66	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
67	A Scalable Approach for 360° Feedback in Cooperative Learning. IEEE Access, 2019, 7, 9105-9115.	2.6	4
68	Fostering Teachers-Led Open Education in Universities: Recommendations Emerging from Research. , 2019, , .		0
69	Background Similarities as a Way to Predict Students' Behaviour. Sustainability, 2019, 11, 6883.	1.6	4
70	A Solution to Manage the Full Life Cycle of Learning Analytics in a Learning Management System: AnalyTIC. Revista Iberoamericana De Tecnologías Del Aprendizaje, 2019, 14, 127-134.	0.7	5
71	Open Educational Resources and Practices in China: A Systematic Literature Review. Sustainability, 2019, 11, 4867.	1.6	36
72	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

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73	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
74	Read, Watch, Do: Developing Digital Competence for University Educators. Communications in Computer and Information Science, 2019, , 80-93.	0.4	4
75	Un modelo conceptual de transformación digital. Openenergy y el caso de la Universidad Nacional de Colombia. Education in the Knowledge Society, 2019, 19, 95-107.	2.0	11
76	Social Seducement: Empowering Social Economy Entrepreneurship. The Training Approach. International Journal of Interactive Multimedia and Artificial Intelligence, 2019, 5, 135.	1.0	8
77	Empowering Positive Behaviors: A Gamification-Based Approach. Communications in Computer and Information Science, 2019, , 54-68.	0.4	1
78	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
79	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
80	Learning Support of MOOCs in China. Lecture Notes in Educational Technology, 2018, , 229-244.	0.5	0
81	Conclusions of Construction and Development of MOOCs in China. Lecture Notes in Educational Technology, 2018, , 277-288.	0.5	1
82	Innovative and Revolutionary Potential of MOOCs. Lecture Notes in Educational Technology, 2018, , 25-35.	0.5	1
83	Construction of MOOC Platforms in China. Lecture Notes in Educational Technology, 2018, , 43-83.	0.5	0
84	Basic Information of MOOCs in China. Lecture Notes in Educational Technology, 2018, , 119-147.	0.5	0
85	Design Model for MOOCs in China. Lecture Notes in Educational Technology, 2018, , 149-165.	0.5	0
86	Certificate Authentication and Credit System of MOOCs in China. Lecture Notes in Educational Technology, 2018, , 261-276.	0.5	1
87	Learner Analysis of Chinese MOOCs. Lecture Notes in Educational Technology, 2018, , 85-118.	0.5	0
88	Evaluation Models of MOOCs in China. Lecture Notes in Educational Technology, 2018, , 207-227.	0.5	0
89	The Development of MOOCs in China. Lecture Notes in Educational Technology, 2018, , .	0.5	13
90	Learning Management Systems Activity Records for Students'™ Assessment of Generic Skills. IEEE Access, 2018, 6, 15958-15968.	2.6	12

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91	Optimized test suites for automated testing using different optimization techniques. <i>Soft Computing</i> , 2018, 22, 8341-8352.	2.1	37
92	Institutional mapping of open educational practices beyond use of Open Educational Resources. <i>Distance Education</i> , 2018, 39, 511-527.	2.5	19
93	Automation of the tutoring process in online environments through the analytics of learning. , 2018, , .		5
94	Maturity model for collaborative innovation: Higher education challenge. , 2018, , .		0
95	Transgenic learning for STEAM subjects and virtual containers for OER. <i>Distance Education</i> , 2018, 39, 4-18.	2.5	4
96	Exploring intercultural learning through a blended course about open education practices across the Mediterranean. , 2018, , .		5
97	BUILDING CAPACITY OF UNIVERSITY EDUCATORS TO WORK WITH OPEN PRACTICES BEYOND OER: A CASE STUDY. <i>INTED Proceedings</i> , 2018, , .	0.0	0
98	Validation of the three web quality dimensions of a minimally invasive surgery e-learning platform. <i>International Journal of Medical Informatics</i> , 2017, 107, 1-10.	1.6	12
99	Design of a Remote Signal Processing Student Lab. <i>IEEE Access</i> , 2017, 5, 16068-16076.	2.6	11
100	Supporting innovation in technology-enhanced learning: a stakeholder-based open approach. <i>International Journal of Innovation and Learning</i> , 2017, 22, 233.	0.4	1
101	Social seducement: towards the foundations for a pedagogical model. <i>IngenierÃa Solidaria</i> , 2017, 13, 45-52.	0.1	3
102	Special issue on alternative reality and analytics for learning:. <i>IngenierÃa Solidaria</i> , 2017, 13, 5-7.	0.1	0
103	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
104	Social4all. , 2016, , .		0
105	Social4all: Definition of specific adaptations in Web applications to improve accessibility. <i>Computer Standards and Interfaces</i> , 2016, 48, 1-9.	3.8	19
106	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
107	A4Learning: An iterative methodological approach to support better learning and teaching. <i>IEEE Latin America Transactions</i> , 2015, 13, 483-489.	1.2	3
108	Implementation of the recommendation model LIME in cognitive and visual interactive tutors from PSLC. <i>IEEE Latin America Transactions</i> , 2015, 13, 516-522.	1.2	1

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109	A Critical Review of Ims Learning Design. , 2015, , 137-153.		2
110	Learning Analytics. , 2015, , 2379-2387.		1
111	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
112	A4Learning – A Case Study to Improve the User Performance: Alumni Alike Activity Analytics to Self-Assess Personal Progress. , 2014, , .		6
113	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
114	IJIMAI Editor's Note - Vol. 2 Issue 7. International Journal of Interactive Multimedia and Artificial Intelligence, 2014, 2, 4.	1.0	0
115	TELMA: Technology-enhanced learning environment for minimally invasive surgery. Journal of Surgical Research, 2013, 182, 21-29.	0.8	7
116	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
117	Emerging Technologies Landscape on Education. A review. International Journal of Interactive Multimedia and Artificial Intelligence, 2013, 2, 55.	1.0	12
118	Monitoring student progress using virtual appliances: A case study. Computers and Education, 2012, 58, 1058-1067.	5.1	110
119	Meta-Rule Based Recommender Systems for Educational Applications. , 2012, , 211-231.		8
120	Game·Tel: An approach to multi-format and multi-device accessible engineering education. , 2011, , .		4
121	TELMA: Technology enhanced learning environment for Minimally Invasive Surgery. Procedia Computer Science, 2011, 3, 316-321.	1.2	3
122	Automatic Discovery of Complementary Learning Resources. Lecture Notes in Computer Science, 2011, , 327-340.	1.0	5
123	Meta-Mender: A meta-rule based recommendation system for educational applications. Procedia Computer Science, 2010, 1, 2877-2882.	1.2	11
124	Modelling a Stakeholder Community via a Social Platform: The Case of TELeurope.eu. Lecture Notes in Computer Science, 2010, , 396-401.	1.0	1
125	Digital Games in eLearning Environments. Simulation and Gaming, 2009, 40, 669-687.	1.2	69
126	Representation of Coordination Mechanisms in IMS LD. , 2009, , 330-351.		6

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127	Design Guidelines for Collaboration and Participation with Examples from the LN4LD (Learning) Tj ETQq1 1 0.784314 rgBT /Q1verlock 10		
128	Games-Based Learning, Destination Feedback and Adaptation. , 2009, , 119-130.		1
129	Computers in human behavior. Computers in Human Behavior, 2008, 24, 2475-2476.	5.1	6
130	Educational game design for online education. Computers in Human Behavior, 2008, 24, 2530-2540.	5.1	389
131	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
132	Guest Editorial: eGames and adaptive eLearning: A practical approach. Simulation and Gaming, 2008, 39, 316-318.	1.2	3
133	A Transversal Analysis of Different Learning Design Approaches. Journal of Interactive Media in Education, 2008, 2008, 24.	1.1	7
134	Comparing Visual Instructional Design Languages. , 2008, , 315-344.		3
135	Using the IMS Learning Design notation for the modelling and delivery of education. , 2008, , 298-314.		5
136	Modelling a case study in Astronomy with IMS Learning Design. Journal of Interactive Media in Education, 2008, 2008, 17.	1.1	1
137	Specification, authoring and prototyping of personalised workplace learning solutions. International Journal of Learning Technology, 2007, 3, 286.	0.2	9
138	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
139	How to represent adaptation in e-learning with IMS learning design. Interactive Learning Environments, 2007, 15, 161-170.	4.4	64
140	Re-purposing existing generic games and simulations for e-learning. Computers in Human Behavior, 2007, 23, 2656-2667.	5.1	57
141	Transformational Techniques for Model-Driven Authoring of Learning Designs. , 2007, , 230-241.		5
142	Representing Adaptive and Adaptable Units of Learning. , 2007, , 41-56.		12
143	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
144	Modeling Adaptive Educational Methods with IMS Learning Design. Journal of Interactive Media in Education, 2007, 2007, 8.	1.1	26

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145	Critical facilities for active participation in learning networks. International Journal of Web Based Communities, 2006, 2, 81.	0.2	2
146	Encouraging contributions in learning networks using incentive mechanisms. Journal of Computer Assisted Learning, 2005, 21, 355-365.	3.3	56
147	Facilitating participation: From the EML web site to the Learning Network for Learning Design. Interactive Learning Environments, 2005, 13, 55-69.	4.4	13
148	Practical and Pedagogical Issues for Teacher Adoption of IMS Learning Design Standards in Moodle LMS. Journal of Interactive Media in Education, 2005, 2005, 3.	1.1	46
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	Games-Based Learning, Destination Feedback and Adaptation. , 0, , 1048-1059.		1