

# Luis de-Marcos

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7524931/publications.pdf>

Version: 2024-02-01

71  
papers

2,443  
citations

623188

14  
h-index

377514

34  
g-index

73  
all docs

73  
docs citations

73  
times ranked

2017  
citing authors

| #  | ARTICLE  | IF  | CITATIONS |
|----|--|-----|-----------|
| 1  | Gamifying learning experiences: Practical implications and outcomes. Computers and Education, 2013, 63, 380-392.   | 5.1 | 1,160     |
| 2  | An empirical study comparing gamification and social networking on e-learning. Computers and Education, 2014, 75, 82-91.   | 5.1 | 411       |
| 3  | On the effectiveness of game-like and social approaches in learning: Comparing educational gaming, gamification & social networking. Computers and Education, 2016, 95, 99-113.              | 5.1 | 192       |
| 4  | Social network analysis of a gamified e-learning course: Small-world phenomenon and network metrics as predictors of academic performance. Computers in Human Behavior, 2016, 60, 312-321.   | 5.1 | 74        |
| 5  | An experiment for improving students performance in secondary and tertiary education by means of m-learning auto-assessment. Computers and Education, 2010, 55, 1069-1079.                   | 5.1 | 71        |
| 6  | An empirical study on m-learning adaptation: Learning performance and learning contexts. Computers and Education, 2015, 82, 450-459.   | 5.1 | 59        |
| 7  | Distributed ReliefF-based feature selection in Spark. Knowledge and Information Systems, 2018, 57, 1-20.   | 2.1 | 59        |
| 8  | Competency-Based Learning Object Sequencing Using Particle Swarms. , 2007, , .   |     | 42        |
| 9  | Effects of New Supportive Technologies for Blind and Deaf Engineering Students in Online Learning. IEEE Transactions on Education, 2019, 62, 270-277.  | 2.0 | 33        |
| 10 | Distributed correlation-based feature selection in spark. Information Sciences, 2019, 496, 287-299.  | 4.0 | 33        |
| 11 | Accessibility in video games: a systematic review. Universal Access in the Information Society, 2020, 19, 169-193.   | 2.1 | 29        |
| 12 | Using M-Learning on Nursing Courses to Improve Learning. CIN - Computers Informatics Nursing, 2011, 29, 311-317.   | 0.3 | 26        |
| 13 | Measuring the effects on learning performance and engagement with a gamified social platform in an MSc program. Computer Applications in Engineering Education, 2020, 28, 207-223.           | 2.2 | 20        |
| 14 | A NEW COMPETENCE-BASED APPROACH FOR PERSONALIZING MOOCS IN A MOBILE COLLABORATIVE AND NETWORKED ENVIRONMENT. RIED: Revista Iberoamericana De Educaci3n A Distancia, 2016, 19, .              | 0.8 | 19        |
| 15 | Academic influence and invisible colleges through editorial board interlocking in communication sciences: a social network analysis of leading journals. Scientometrics, 2020, 123, 791-811. | 1.6 | 19        |
| 16 | Validation of navigation guidelines for improving usability in the mobile web. Computer Standards and Interfaces, 2017, 52, 51-62.   | 3.8 | 17        |
| 17 | An experiment with content distribution methods in touchscreen mobile devices. Applied Ergonomics, 2015, 50, 79-86.  | 1.7 | 14        |
| 18 | A Critical Analysis of EU-Funded eParticipation. , 2012, , 241-262.  |     | 13        |

| #  | ARTICLE  | IF  | CITATIONS |
|----|--|-----|-----------|
| 19 | A new sequencing method in Web-based education. , 2009, , .  |     | 12        |
| 20 | An Evolutive Process to Convert Glossaries into Ontologies. Information Technology and Libraries, 2010, 29, 195.   | 0.5 | 12        |
| 21 | Comparing Zooming Methods in Mobile Devices: Effectiveness, Efficiency, and User Satisfaction in Touch and Nontouch Smartphones. International Journal of Human-Computer Interaction, 2015, 31, 777-789. | 3.3 | 10        |
| 22 | Identifying Usability Issues in Instant Messaging Apps on iOS and Android Platforms. Mobile Information Systems, 2018, 2018, 1-19.   | 0.4 | 10        |
| 23 | Gamifying Massive Online Courses: Effects on the Social Networks and Course Completion Rates. Applied Sciences (Switzerland), 2020, 10, 7065.  | 1.3 | 10        |
| 24 | Improving Accessibility in Online Education: Comparative Analysis of Attitudes of Blind and Deaf Students Toward an Adapted Learning Platform. IEEE Access, 2021, 9, 99968-99982.                        | 2.6 | 10        |
| 25 | A Systematic Evaluation of Mobile Applications for Instant Messaging on iOS Devices. Mobile Information Systems, 2017, 2017, 1-17.   | 0.4 | 9         |
| 26 | Interconnection Between Darknets. IEEE Internet Computing, 2021, 25, 61-70.  | 3.2 | 8         |
| 27 | Competency-Based Intelligent Curriculum Sequencing: Comparing Two Evolutionary Approaches. , 2008, , .   |     | 7         |
| 28 | Evaluating Simple Query Interface Compliance in Public Repositories. , 2009, , .   |     | 7         |
| 29 | Comparing Machine Learning Classifiers for Continuous Authentication on Mobile Devices by Keystroke Dynamics. Electronics (Switzerland), 2021, 10, 1622.   | 1.8 | 7         |
| 30 | A System for Adaptation of Educational Contents to Learners and their Mobile Device. , 2011, , .   |     | 6         |
| 31 | Assessment design: A step towards interoperability. Computer Applications in Engineering Education, 2011, 19, 770-776.   | 2.2 | 5         |
| 32 | Dataset on the learning performance of ECDL digital skills of undergraduate students for comparing educational gaming, gamification and social networking. Data in Brief, 2017, 11, 155-158.             | 0.5 | 5         |
| 33 | Malware Detection Inside App Stores Based on Lifespan Measurements. IEEE Access, 2021, 9, 119967-119976.   | 2.6 | 5         |
| 34 | An Experiment to Discover Usability Guidelines for Designing Mobile Tourist Apps. Wireless Communications and Mobile Computing, 2021, 2021, 1-12.  | 0.8 | 4         |
| 35 | Effects of Competitive and Cooperative Classroom Response Systems on Quiz Performance and Programming Skills in a Video Game Programming Course. , 2020, , .   |     | 4         |
| 36 | Competency-Based Intelligent Curriculum Sequencing Using Particle Swarms. , 2008, , .  |     | 3         |

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|----|--|-----|-----------|
| 37 | An adaptation of the parliamentary metaheuristic for permutation constraint satisfaction. , 2010, , .  |     | 2         |
| 38 | A mobile learning tool to deliver online questionnaires. , 2010, , .   |     | 2         |
| 39 | Comparing the performance of evolutionary algorithms for permutation constraint satisfaction. , 2011, , .  |     | 2         |
| 40 | Clicker system improvement with a web technology system. Medical Education, 2015, 49, 1161-1162.   | 1.1 | 2         |
| 41 | Access Control beyond Authentication. Security and Communication Networks, 2021, 2021, 1-11.   | 1.0 | 2         |
| 42 | An evolutionary approach for competency-based curriculum sequencing. , 2008, , .   |     | 1         |
| 43 | Automatic E-learning contents composition by using gap analysis techniques. , 2009, , .  |     | 1         |
| 44 | Applying usability recommendations when developing mobile instant messaging applications. IET Software, 2022, 16, 73-93.                         | 1.5 | 1         |
| 45 | An Evolutionary Approach for Domain Independent Learning Object Sequencing. Communications in Computer and Information Science, 2008, , 192-197. | 0.4 | 1         |
| 46 | Turisbook: Social Network of Tourism with Geographical Information. Communications in Computer and Information Science, 2010, , 172-179.         | 0.4 | 1         |
| 47 | Particle Swarms for Competency-Based Curriculum Sequencing. Lecture Notes in Computer Science, 2008, , 243-252.                                  | 1.0 | 1         |
| 48 | An interoperable assessment language proposal. , 2008, , .   |     | 0         |
| 49 | Evolutionary approaches for curriculum sequencing. , 2008, , .   |     | 0         |
| 50 | A multidisciplinary computer science master program. SIGCSE Bulletin, 2008, 40, 358-358.   | 0.1 | 0         |
| 51 | A multidisciplinary computer science master program. , 2008, , .   |     | 0         |
| 52 | Evolutionary approaches for curriculum sequencing. SIGCSE Bulletin, 2008, 40, 373-373.   | 0.1 | 0         |
| 53 | An interoperable assessment language proposal. SIGCSE Bulletin, 2008, 40, 357-357.   | 0.1 | 0         |
| 54 | The two states of the mind to teach UML , 2009, , .  |     | 0         |

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|----|--|-----|-----------|
| 55 | Modeling with Plato. , 2010, , .   |     | 0         |
| 56 | Lecturing about the phenomenology of databases. , 2010, , .  |     | 0         |
| 57 | Tool for Generation IMS-QTI v2.1 Files with Java Server Faces. , 2010, , .   |     | 0         |
| 58 | A Proposal to Improve the Simple Query Interface (SQI) of Learning Objects Repositories. , 2010, , .   |     | 0         |
| 59 | A system for usable unification of interfaces of learning objects in m-learning. , 2011, , .   |     | 0         |
| 60 | Adaptation of educational contents to mobile devices. , 2011, , .  |     | 0         |
| 61 | Development of an Application for Mobile Devices to Record Learner Interactions with Web-Based Learning Objects. , 2012, , .   |     | 0         |
| 62 | Una revisi3n de: Darknets: Interconexiones y dark markets. Colecci3n Jornadas Y Congresos, 0, , .  | 0.0 | 0         |
| 63 | SISCOVET: Control System of Transport Vehicle Drivers Using GPS Location and Identification through the Electronic ID Card. Lecture Notes in Computer Science, 2009, , 166-175.        | 1.0 | 0         |
| 64 | LONS: Learning Object Negotiation System. Communications in Computer and Information Science, 2010, , 41-50.   | 0.4 | 0         |
| 65 | Collaborative Network Development for an Embedded Framework. Advances in Intelligent Systems and Computing, 2013, , 443-453.   | 0.5 | 0         |
| 66 | Modeling with Plato: The Unified Modeling Language in a Cultural Context. SSRN Electronic Journal, 0, , .  | 0.4 | 0         |
| 67 | Analysis of customer satisfaction using surveys with open questions. DYNA (Colombia), 2014, 81, 92-99.   | 0.2 | 0         |
| 68 | MOBILE DEVICES AS A CLASSROOM RESPONSE SYSTEM: AN IMPROVEMENT OF CLICKER DEVICES. , 2016, , .  |     | 0         |
| 69 | A Framework for BYOD Continuous Authentication: Case Study with Soft-Keyboard Metrics for Healthcare Environment. Communications in Computer and Information Science, 2020, , 347-358. | 0.4 | 0         |
| 70 | C-Lock: Local Network Resilient Port Knocking System Based on TOTP. Wireless Communications and Mobile Computing, 2022, 2022, 1-9.   | 0.8 | 0         |
| 71 | Advanced Tool to Develop the Assessment Process in Collaborative e-Learning Environments. Communications in Computer and Information Science, 0, , 229-236.                            | 0.4 | 0         |