Robson R Lemos

List of Publications by Year
in descending order

13 papers	**151** citations	1684188 **5** h-index	1281871 **11** g-index
13 all docs	**13** docs citations	**13** times ranked	**252** citing authors

#	Article	IF	Citations
1	Information Visualization to Support Idea Management. IEEE Latin America Transactions, 2022, 20, 866-874.	1.6	1
2	Use of Learning Analytics Interactive Dashboards in Serious Games. International Journal for Innovation Education and Research, 2020, 8, 150-174.	0.1	2
3	Using Depth Cameras to Detect Patterns in Oral Presentations: A Case Study Comparing Two Generations of Computer Engineering Students. Sensors, 2019, 19, 3493.	3.8	11
4	Serious Game for the Cardiovascular System Anatomy. International Journal for Innovation Education and Research, 2019, 7, 115-128.	0.1	1
5	Data visualization of the brazilian national high school exam: VisDadosEnem. Encontros Bibli, 2018, 23, 124-136.	0.2	1
6	Utilização de narrativas digitais em ambientes de aprendizagem baseada em jogos digitais: uma revisão sistemática da literatura. ETD: Educação Temática Digital, 2018, 20, 1138-1160.	0.1	1
7	Impact of isolated aerobic exercise in obese adolescents: systematic review. Sport Sciences for Health, 2017, 13, 453-459.	1.3	2
8	Prevalence of Overweight and Obesity in Children and Adolescents from the Age Range of 2 to 19 Years Old in Brazil. International Journal of Pediatrics (United Kingdom), 2014, 2014, 1-7.	0.8	42
9	Benefits of Hip Hop Dance for obese children and adolescents: A systematic review. Revista Brasileira De Atividade Física E Saúde, 2014, 19, .	0.1	0
10	Modeling of skeletal muscle: the influence of tendon and aponeuroses compliance on the force–length relationship. Medical and Biological Engineering and Computing, 2008, 46, 23-32.	2.8	26
11	Modeling and simulating the deformation of human skeletal muscle based on anatomy and physiology. Computer Animation and Virtual Worlds, 2005, 16, 319-330.	1.2	18
12	A Framework for Structured Modeling of Skeletal Muscle. Computer Methods in Biomechanics and Biomedical Engineering, 2004, 7, 305-317.	1.6	43
13	Student and Lecturer Perceptions of Usability of the Virtual Programming Lab Module for Moodle. Informatics in Education, 0, , .	2.2	3