

Gustavo Zurita

List of Publications by Year in descending order

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Version: 2024-02-01

71
papers

1,128
citations

759190

12
h-index

434170

31
g-index

76
all docs

76
docs citations

76
times ranked

683
citing authors

#	ARTICLE	IF	CITATIONS
1	Computer supported collaborative learning using wirelessly interconnected handheld computers. Computers and Education, 2004, 42, 289-314.	8.3	349
2	A constructivist mobile learning environment supported by a wireless handheld network. Journal of Computer Assisted Learning, 2004, 20, 235-243.	5.1	183
3	A conceptual framework based on Activity Theory for mobile CSCL. British Journal of Educational Technology, 2007, 38, 211-235.	6.3	155
4	Twenty-Five Years of Group Decision and Negotiation: A Bibliometric Overview. Group Decision and Negotiation, 2018, 27, 505-542.	3.3	40
5	Encouraging Face-to-Face Collaborative Learning through the Use of Handheld Computers in the Classroom. Lecture Notes in Computer Science, 2003, , 193-208.	1.3	32
6	A collaborative face-to-face design support system based on sketching and gesturing. Advanced Engineering Informatics, 2008, 22, 340-349.	8.0	32
7	Using the cloud to develop applications supporting geo-collaborative Situated Learning. Future Generation Computer Systems, 2014, 34, 124-137.	7.5	32
8	Integrating Spatial Data and Decision Models in an E-Planning Tool. Lecture Notes in Computer Science, 2010, , 97-112.	1.3	23
9	A bibliometric overview of the Journal of Network and Computer Applications between 1997 and 2019. Journal of Network and Computer Applications, 2020, 165, 102695.	9.1	23
10	Mobile, Collaborative Situated Knowledge Creation for Urban Planning. Sensors, 2012, 12, 6218-6243.	3.8	20
11	A Blended Learning Environment for Enhancing Meaningful Learning Using 21st Century Skills. Lecture Notes in Educational Technology, 2015, , 1-8.	0.8	19
12	Ubiquitous Mobile Knowledge Construction in Collaborative Learning Environments. Sensors, 2012, 12, 6995-7014.	3.8	17
13	Integrating Decision-Making Support in Geocollaboration Tools. Group Decision and Negotiation, 2014, 23, 211-233.	3.3	11
14	Context, Patterns and Geo-collaboration to Support Situated Learning. Lecture Notes in Computer Science, 2012, , 503-511.	1.3	11
15	A Face-to-Face System for Supporting Mobile Collaborative Design Using Sketches and Pen-based Gestures. , 2006, , .		9
16	Using mobile devices to foster social interactions in the classroom. , 2008, , .		9
17	A collaborative mobile approach for business process elicitation. , 2011, , .		9
18	Applying Pedagogical Usability for Designing a Mobile Learning Application that Support Reading Comprehension. Proceedings (mdpi), 2019, 31, 6.	0.2	9

#	ARTICLE	IF	CITATIONS
19	Mobile Computing to Seamlessly Integrate Formal and Informal Learning. , 2007, , .		8
20	Handheld-Based Electronic Meeting Support. Lecture Notes in Computer Science, 2005, , 341-350.	1.3	7
21	Achieving better usability of software supporting learning activities of large groups. Information Systems Frontiers, 2016, 18, 125-144.	6.4	6
22	A Model for Designing Geocollaborative Artifacts and Applications. Lecture Notes in Computer Science, 2009, , 278-294.	1.3	6
23	Boosting Participation in Virtual Communities. Lecture Notes in Computer Science, 2011, , 14-29.	1.3	6
24	A Flexible, Lightweight Middleware Supporting the Development of Distributed Applications across Platforms. , 2007, , .		5
25	Developing collaborative peer-to-peer applications on mobile devices. , 2009, , .		5
26	Dealing with incomplete and uncertain context data in geographic information systems. , 2014, , .		5
27	Understanding student participation in undergraduate course communities: A case study. Information Systems Frontiers, 2016, 18, 7-21.	6.4	5
28	A CSCL Script for Supporting Moral Reasoning in the Ethics Classroom. Lecture Notes in Computer Science, 2019, , 62-79.	1.3	5
29	Mobile Learning with Patterns. , 2008, , .		4
30	Learning with patterns: An effective way to implement computer supported pervasive learning. , 2010, , .		4
31	Analyzing the support for large group collaborations using Google Maps. , 2011, , .		4
32	An application framework for developing collaborative handheld decision-making tools. Behaviour and Information Technology, 2014, 33, 470-485.	4.0	4
33	Bibliometrics in computer science: An institution ranking. Journal of Intelligent and Fuzzy Systems, 2020, 38, 5441-5453.	1.4	4
34	Applying the concept of implicit HCI to a groupware environment for teaching ethics. Personal and Ubiquitous Computing, 0, , 1.	2.8	4
35	A Gestures and Freehand Writing Interaction Based Electronic Meeting Support System with Handhelds. Lecture Notes in Computer Science, 2006, , 679-696.	1.3	4
36	Supporting Engineering Students Learning Wireless Network Planning Using Mobile, Positioning and Web Technologies. , 2012, , .		3

#	ARTICLE	IF	CITATIONS
37	Efficient Planning of Urban Public Transportation Networks. Lecture Notes in Computer Science, 2015, , 439-448.	1.3	3
38	Authentic Assesment Between Peers in Online Courses with a Large Number of Students. , 2017, , .		3
39	Technology Support for Collaborative Preparation of Emergency Plans. Sensors, 2019, 19, 5040.	3.8	3
40	Leading countries in computer science: A bibliometric overview. Journal of Intelligent and Fuzzy Systems, 2021, 40, 1957-1970.	1.4	3
41	Designing the Software Support for Partially Virtual Communities. Lecture Notes in Computer Science, 2012, , 73-88.	1.3	3
42	A Framework like a tool for specify motivating Collaborative Learning Participatory Simulations. , 2007, , .		2
43	Collaborative geo-referenced knowledge creation for designing and planning. , 2010, , .		2
44	Software platform to build geo-collaborative systems supporting design and planning. , 2012, , .		2
45	A conceptual model to design partially virtual communities. , 2012, , .		2
46	Mobile Collaboration for Business Process Elicitation from an Agile Development Methodology Viewpoint. , 2013, , .		2
47	An architecture for developing distributed collaborative applications using HTML5. , 2013, , .		2
48	Key indicators for assessing the design of geocollaborative applications. International Journal of Information Technology and Decision Making, 2014, 13, 361-385.	3.9	2
49	Practice of Skills for Reading Comprehension in Large Classrooms by Using a Mobile Collaborative Support and Microblogging. Lecture Notes in Computer Science, 2017, , 81-94.	1.3	2
50	Supporting Collaborative Preparation of Emergency Plans. Proceedings (mdpi), 2018, 2, 1254.	0.2	2
51	Supporting People-Driven, Dynamic and Geo-Located Work Processes. , 2018, , .		2
52	Forecasting Key Retail Performance Indicators Using Interpretable Regression. Sensors, 2021, 21, 1874.	3.8	2
53	A Social Platform for Fostering Ethical Education through Role-Playing. , 0, , .		2
54	Analyzing Two Participation Strategies in an Undergraduate Course Community. Lecture Notes in Computer Science, 2013, , 143-158.	1.3	2

#	ARTICLE	IF	CITATIONS
55	Mobile Collaborative Knowledge Management System. , 2008, , .		1
56	Getting serious about integrating decision support mechanisms into Geographic Information Systems. , 2013, , .		1
57	Findings When Converting a Summative Evaluation Instrument to a Formative One Through Collaborative Learning Activities. Lecture Notes in Computer Science, 2018, , 1-16.	1.3	1
58	Exploring Hashtags Collaboratively to Facilitate Learning and Knowledge Construction. , 2018, , .		1
59	Requirements for Ad-hoc Geo-referenced BPM with Microblogging. Lecture Notes in Computer Science, 2014, , 13-22.	1.3	1
60	An Ad-Hoc Wireless Network Architecture for Face-to-Face Mobile Collaborative Applications. Lecture Notes in Computer Science, 2006, , 42-55.	1.3	1
61	Using Geo-collaboration and Microblogging to Support Learning: Identifying Problems and Opportunities for Technological Business. Lecture Notes in Computer Science, 2013, , 215-232.	1.3	1
62	Sketchpad: A Learning Tool Supporting Creativity in Collaborative Learning Activities. Lecture Notes in Computer Science, 2015, , 198-209.	1.3	1
63	Situated Learning Theory and Geo-collaboration for Seamless Learning. , 2015, , 181-200.		1
64	Supporting Crisis Management Processes by Wirelessly Interconnected Tablet-PCs. , 2008, , .		0
65	MCPresenter: A mobile tool supporting various collaborative learning practices in the classroom. , 2009, , .		0
66	Combining learning with patterns and geo-collaboration to support situated learning. , 2012, , .		0
67	Evaluating a Mobile Emergency Response System. Lecture Notes in Computer Science, 2008, , 121-134.	1.3	0
68	Supporting the Development of Applications in Heterogeneous Ubiquitous Computing Environments. Lecture Notes in Computer Science, 2008, , 11-22.	1.3	0
69	Supporting Collaboration for Smarter City Planning. Lecture Notes in Computer Science, 2012, , 338-341.	1.3	0
70	Multiple Views for Supporting Lifelong, Highly Contextual and Ubiquitous Social Learning. Lecture Notes in Computer Science, 2013, , 34-41.	1.3	0
71	Support Communication and Intercultural Adjustment of Exchange Students Based on the AUM Theory. Lecture Notes in Computer Science, 2016, , 50-64.	1.3	0