

# Gustavo Zurita

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7543212/publications.pdf>

Version: 2024-02-01

71  
papers

1,128  
citations

759055

12  
h-index

434063

31  
g-index

76  
all docs

76  
docs citations

76  
times ranked

683  
citing authors

#	ARTICLE	IF	CITATIONS
1	Leading countries in computer science: A bibliometric overview. Journal of Intelligent and Fuzzy Systems, 2021, 40, 1957-1970.	0.8	3
2	Forecasting Key Retail Performance Indicators Using Interpretable Regression. Sensors, 2021, 21, 1874.	2.1	2
3	Bibliometrics in computer science: An institution ranking. Journal of Intelligent and Fuzzy Systems, 2020, 38, 5441-5453.	0.8	4
4	A bibliometric overview of the Journal of Network and Computer Applications between 1997 and 2019. Journal of Network and Computer Applications, 2020, 165, 102695.	5.8	23
5	Applying Pedagogical Usability for Designing a Mobile Learning Application that Support Reading Comprehension. Proceedings (mdpi), 2019, 31, 6.	0.2	9
6	Technology Support for Collaborative Preparation of Emergency Plans. Sensors, 2019, 19, 5040.	2.1	3
7	A CSCL Script for Supporting Moral Reasoning in the Ethics Classroom. Lecture Notes in Computer Science, 2019, , 62-79.	1.0	5
8	Supporting Collaborative Preparation of Emergency Plans. Proceedings (mdpi), 2018, 2, 1254.	0.2	2
9	Supporting People-Driven, Dynamic and Geo-Located Work Processes. , 2018, , .		2
10	Findings When Converting a Summative Evaluation Instrument to a Formative One Through Collaborative Learning Activities. Lecture Notes in Computer Science, 2018, , 1-16.	1.0	1
11	Exploring Hashtags Collaboratively to Facilitate Learning and Knowledge Construction. , 2018, , .		1
12	Twenty-Five Years of Group Decision and Negotiation: A Bibliometric Overview. Group Decision and Negotiation, 2018, 27, 505-542.	2.0	40
13	Authentic Assesment Between Peers in Online Courses with a Large Number of Students. , 2017, , .		3
14	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.	1.0	2
15	Understanding student participation in undergraduate course communities: A case study. Information Systems Frontiers, 2016, 18, 7-21.	4.1	5
16	Achieving better usability of software supporting learning activities of large groups. Information Systems Frontiers, 2016, 18, 125-144.	4.1	6
17	Support Communication and Intercultural Adjustment of Exchange Students Based on the AUM Theory. Lecture Notes in Computer Science, 2016, , 50-64.	1.0	0
18	Efficient Planning of Urban Public Transportation Networks. Lecture Notes in Computer Science, 2015, , 439-448.	1.0	3

#	ARTICLE	IF	CITATIONS
19	A Blended Learning Environment for Enhancing Meaningful Learning Using 21st Century Skills. Lecture Notes in Educational Technology, 2015, , 1-8.	0.5	19
20	Sketchpad: A Learning Tool Supporting Creativity in Collaborative Learning Activities. Lecture Notes in Computer Science, 2015, , 198-209.	1.0	1
21	Situated Learning Theory and Geo-collaboration for Seamless Learning. , 2015, , 181-200.		1
22	Key indicators for assessing the design of geocollaborative applications. International Journal of Information Technology and Decision Making, 2014, 13, 361-385.	2.3	2
23	An application framework for developing collaborative handheld decision-making tools. Behaviour and Information Technology, 2014, 33, 470-485.	2.5	4
24	Integrating Decision-Making Support in Geocollaboration Tools. Group Decision and Negotiation, 2014, 23, 211-233.	2.0	11
25	Using the cloud to develop applications supporting geo-collaborative Situated Learning. Future Generation Computer Systems, 2014, 34, 124-137.	4.9	32
26	Dealing with incomplete and uncertain context data in geographic information systems. , 2014, , .		5
27	Requirements for Ad-hoc Geo-referenced BPM with Microblogging. Lecture Notes in Computer Science, 2014, , 13-22.	1.0	1
28	Mobile Collaboration for Business Process Elicitation from an Agile Development Methodology Viewpoint. , 2013, , .		2
29	An architecture for developing distributed collaborative applications using HTML5. , 2013, , .		2
30	Getting serious about integrating decision support mechanisms into Geographic Information Systems. , 2013, , .		1
31	Analyzing Two Participation Strategies in an Undergraduate Course Community. Lecture Notes in Computer Science, 2013, , 143-158.	1.0	2
32	Multiple Views for Supporting Lifelong, Highly Contextual and Ubiquitous Social Learning. Lecture Notes in Computer Science, 2013, , 34-41.	1.0	0
33	Using Geo-collaboration and Microblogging to Support Learning: Identifying Problems and Opportunities for Technological Business. Lecture Notes in Computer Science, 2013, , 215-232.	1.0	1
34	Mobile, Collaborative Situated Knowledge Creation for Urban Planning. Sensors, 2012, 12, 6218-6243.	2.1	20
35	Ubiquitous Mobile Knowledge Construction in Collaborative Learning Environments. Sensors, 2012, 12, 6995-7014.	2.1	17
36	Software platform to build geo-collaborative systems supporting design and planning. , 2012, , .		2

#	ARTICLE	IF	CITATIONS
37	Combining learning with patterns and geo-collaboration to support situated learning. , 2012, , .		0
38	Supporting Engineering Students Learning Wireless Network Planning Using Mobile, Positioning and Web Technologies. , 2012, , .		3
39	A conceptual model to design partially virtual communities. , 2012, , .		2
40	Designing the Software Support for Partially Virtual Communities. Lecture Notes in Computer Science, 2012, , 73-88.	1.0	3
41	Context, Patterns and Geo-collaboration to Support Situated Learning. Lecture Notes in Computer Science, 2012, , 503-511.	1.0	11
42	Supporting Collaboration for Smarter City Planning. Lecture Notes in Computer Science, 2012, , 338-341.	1.0	0
43	Analyzing the support for large group collaborations using Google Maps. , 2011, , .		4
44	A collaborative mobile approach for business process elicitation. , 2011, , .		9
45	Boosting Participation in Virtual Communities. Lecture Notes in Computer Science, 2011, , 14-29.	1.0	6
46	Collaborative geo-referenced knowledge creation for designing and planning. , 2010, , .		2
47	Learning with patterns: An effective way to implement computer supported pervasive learning. , 2010, , .		4
48	Integrating Spatial Data and Decision Models in an E-Planning Tool. Lecture Notes in Computer Science, 2010, , 97-112.	1.0	23
49	Developing collaborative peer-to-peer applications on mobile devices. , 2009, , .		5
50	MCPresenter: A mobile tool supporting various collaborative learning practices in the classroom. , 2009, , .		0
51	A Model for Designing Geocollaborative Artifacts and Applications. Lecture Notes in Computer Science, 2009, , 278-294.	1.0	6
52	A collaborative face-to-face design support system based on sketching and gesturing. Advanced Engineering Informatics, 2008, 22, 340-349.	4.0	32
53	Using mobile devices to foster social interactions in the classroom. , 2008, , .		9
54	Mobile Learning with Patterns. , 2008, , .		4

#	ARTICLE	IF	CITATIONS
55	Supporting Crisis Management Processes by Wirelessly Interconnected Tablet-PCs. , 2008, , .		0
56	Mobile Collaborative Knowledge Management System. , 2008, , .		1
57	Evaluating a Mobile Emergency Response System. Lecture Notes in Computer Science, 2008, , 121-134.	1.0	0
58	Supporting the Development of Applications in Heterogeneous Ubiquitous Computing Environments. Lecture Notes in Computer Science, 2008, , 11-22.	1.0	0
59	Mobile Computing to Seamlessly Integrate Formal and Informal Learning. , 2007, , .		8
60	A Framework like a tool for specify motivating Collaborative Learning Participatory Simulations. , 2007, , .		2
61	A Flexible, Lightweight Middleware Supporting the Development of Distributed Applications across Platforms. , 2007, , .		5
62	A conceptual framework based on Activity Theory for mobile CSCL. British Journal of Educational Technology, 2007, 38, 211-235.	3.9	155
63	A Face-to-Face System for Supporting Mobile Collaborative Design Using Sketches and Pen-based Gestures. , 2006, , .		9
64	A Gestures and Freehand Writing Interaction Based Electronic Meeting Support System with Handhelds. Lecture Notes in Computer Science, 2006, , 679-696.	1.0	4
65	An Ad-Hoc Wireless Network Architecture for Face-to-Face Mobile Collaborative Applications. Lecture Notes in Computer Science, 2006, , 42-55.	1.0	1
66	Handheld-Based Electronic Meeting Support. Lecture Notes in Computer Science, 2005, , 341-350.	1.0	7
67	A constructivist mobile learning environment supported by a wireless handheld network. Journal of Computer Assisted Learning, 2004, 20, 235-243.	3.3	183
68	Computer supported collaborative learning using wirelessly interconnected handheld computers. Computers and Education, 2004, 42, 289-314.	5.1	349
69	Encouraging Face-to-Face Collaborative Learning through the Use of Handheld Computers in the Classroom. Lecture Notes in Computer Science, 2003, , 193-208.	1.0	32
70	Applying the concept of implicit HCI to a groupware environment for teaching ethics. Personal and Ubiquitous Computing, 0, , 1.	1.9	4
71	A Social Platform for Fostering Ethical Education through Role-Playing. , 0, , .		2