

Carlos Vaz de Carvalho

List of Publications by Year in descending order

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Version: 2024-02-01

88
papers

367
citations

1307594

7
h-index

1199594

12
g-index

91
all docs

91
docs citations

91
times ranked

268
citing authors

#	ARTICLE	IF	CITATIONS
1	Teaching Soft Skills in Engineering Education: An European Perspective. IEEE Access, 2021, 9, 29222-29242.	4.2	29
2	Is game-based learning suitable for engineering education?. , 2012, , .		21
3	Serious Games for Lean Manufacturing: The 5S Game. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2013, 8, 191-196.	0.9	20
4	E-Learning, E-Education, and Online Training. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2014, , .	0.3	20
5	Work in progress - learning through role play games. , 2008, , .		15
6	Serious gaming for experiential learning. , 2011, , .		15
7	Lean Games Approaches â€“ Simulation Games and Digital Serious Games. International Journal of Advanced Corporate Learning, 2014, 7, 11.	0.6	12
8	Game-Based Language Learning. International Journal of Information and Education Technology, 2013, , 643-647.	1.2	12
9	Game-Based Learning, Gamification in Education and Serious Games. Computers, 2022, 11, 36.	3.3	12
10	Addressing the Gender Gap in Computer Programming Through the Design and Development of Serious Games. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2020, 15, 242-251.	0.9	11
11	Nature and Mindfulness to Cope with Work-Related Stress: A Narrative Review. International Journal of Environmental Research and Public Health, 2022, 19, 5948.	2.6	10
12	GABALL Project: Serious Games Based Language Learning. Procedia, Social and Behavioral Sciences, 2014, 136, 350-354.	0.5	9
13	Support Needs and Expectations of People Living with Dementia and Their Informal Carers in Everyday Life: A European Study. Social Sciences, 2019, 8, 203.	1.4	9
14	Creating Competitive Opponents for Serious Games through Dynamic Difficulty Adjustment. Information (Switzerland), 2020, 11, 156.	2.9	8
15	Lean Learning Academy: An innovative framework for lean manufacturing training. , 2013, , .		6
16	Improving Experiential Learning with Haptic Experimentation. International Journal of Online and Biomedical Engineering, 2013, 9, 7.	1.4	6
17	OTILIA — An architecture for the recommendation of teaching-learning techniques supported by an ontological approach. , 2014, , .		6
18	Sustainability of open educational resources: The eCity case. , 2016, , .		6

#	ARTICLE	IF	CITATIONS
19	From Traditional Teaching to Online Learning. , 0, , 17-26.		5
20	Sustainability strategies for open educational resources and repositories. , 2016, , .		5
21	LearnIt: A Serious Game to Support Study Methods in Engineering Education. , 2019, , .		5
22	Review and Selection of Online Resources for Carers of Frail Adults or Older People in Five European Countries: Mixed-Methods Study. JMIR MHealth and UHealth, 2020, 8, e14618.	3.7	5
23	Active Problem-based Learning for Engineering Higher Education. , 2019, , .		5
24	Design of Learning Activities â€œ Pedagogy, Technology and Delivery Trends. EAI Endorsed Transactions on E-Learning, 2014, 1, e5.	0.6	5
25	A Virtual City Environment for Engineering Problem Based Learning. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2016, , 74-79.	0.3	5
26	Fostering Collaborative Work between educators in higher education. , 2011, , .		4
27	Developing Emotional Intelligence with a Game: The League of Emotions Learners Approach. Computers, 2021, 10, 97.	3.3	4
28	A Game-Based Approach to Manage Technostress at Work. Lecture Notes in Networks and Systems, 2022, , 85-94.	0.7	4
29	Teaching Design Thinking through Gamified Learning. , 2019, , .		4
30	Personalized Learning Activities Based on the Student's Intelligence Skills. , 2009, , .		3
31	Innovative Approaches to Serious Games. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2013, 8, 163-165.	0.9	3
32	Evaluating virtual experiential learning in engineering. , 2013, , .		3
33	TimeMesh. , 2014, , .		3
34	Skill and Competence Development Through Games. , 2014, , .		3
35	A game for robot operation training in search and rescue missions. , 2014, , .		3
36	eCity: Virtual city environment for engineering problem based learning. , 2015, , .		3

#	ARTICLE	IF	CITATIONS
37	Dynamic Serious Games Balancing. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2016, , 21-27.	0.3	3
38	Analytics of student behaviour in a learning management system as a predictor of learning success. , 2017, , .		3
39	A simulation tool to promote active learning of controlled rectifiers. Computer Applications in Engineering Education, 2018, 26, 688-699.	3.4	3
40	Introducing lean and agile methodologies into engineering higher education: The cases of Greece, Portugal, Spain and Estonia. , 2018, , .		3
41	Technology to Support Active Learning in Higher Education. Lecture Notes in Educational Technology, 2021, , 1-11.	0.8	3
42	Relation Between Game Genres and Competences for In-Game Certification. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2016, , 28-35.	0.3	3
43	A Semantic Approach for Learning Objects Repositories with Knowledge Reuse. Lecture Notes in Computer Science, 2010, , 576-585.	1.3	3
44	TimeMesh “ A Serious Game for European Citizenship. EAI Endorsed Transactions on Serious Games, 2013, 1, e2.	0.3	3
45	The use of an adaptive hypermedia learning system to support a new pedagogical model. , 2005, , .		2
46	Learning physics with virtual simulations. , 2013, , .		2
47	Digital serious games and simulation games - Comparison of two approaches to lean training. , 2013, , .		2
48	Digital Information Access for Ageing Persons. , 2018, , .		2
49	Work in Progress: A MOOC-based Innovative Instructional Approach for Curriculum Design. , 2020, , .		2
50	Knowledge Platform for Transferring Research and Innovation in Footwear Manufacturing. , 2016, , .		2
51	Serious Games Network. Virtual Archaeology Review, 2013, 4, 174.	1.9	2
52	Current and Future Trends in Game-Based Learning. EAI Endorsed Transactions on Serious Games, 2014, 1, e1.	0.3	2
53	Ongoing Projects on Serious Games. EAI Endorsed Transactions on Serious Games, 2014, 1, e1.	0.3	2
54	A Framework to Scaffold the Reuse of Learning Objects. , 2008, , .		1

#	ARTICLE	IF	CITATIONS
55	Effective characterisation of learning objects. International Journal of Advanced Media and Communication, 2008, 2, 236.	0.2	1
56	Applying and Reusing Knowledge in a Repository. , 2010, , .		1
57	Competence based joint study program on advanced networking technologies for blended learning. , 2010, , .		1
58	Building a medical learning methodology based on open source technologies. , 2011, , .		1
59	A conceptual model for collaborative learning activities design. , 2011, , .		1
60	Time Mesh: An Educational Historical Game. , 2012, , .		1
61	Can SME Managers Learn from Games?. , 2014, , .		1
62	Games to support problem-based learning. , 2015, , .		1
63	Serious Games, Interaction, and Simulation. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2016, , .	0.3	1
64	Inclusive Educational Resources. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2019, 14, 1-2.	0.9	1
65	Development of Professional Competences in Higher Education through Active Learning. , 2019, , .		1
66	Virtual Experiential Learning in Engineering Education. , 2019, , .		1
67	Gamifying a Serious Games Community. , 2013, , .		1
68	Serious Games Conferences and Events. EAI Endorsed Transactions on Serious Games, 2014, 1, e2.	0.3	1
69	Self-assessing Teachersâ€™ Competences for Curricula Modernization Through MOOCs. Communications in Computer and Information Science, 2021, , 312-323.	0.5	1
70	Welcome message from the Editors-in-Chief. EAI Endorsed Transactions on Serious Games, 2013, 1, e1.	0.3	1
71	Cross-Artefacts for the Purpose of Education. Advances in Intelligent Systems and Computing, 2014, , 487-496.	0.6	1
72	Collecting and Analysing Learners Data to Support the Adaptive Engine of OPERA, a Learning System for Mathematics. , 2017, , .		1

#	ARTICLE	IF	CITATIONS
73	Developing Entrepreneurship Skills with a Serious Game. Lecture Notes in Computer Science, 2019, , 351-363.	1.3	1
74	Adoption and Use of Educational Technology Tools by Marketing Students. Electronic Journal of E-Learning, 2020, 18, .	2.6	1
75	<title>Intensity correlation of ventilation-perfusion lung images</title>. , 1993, 1905, 324.		0
76	<title>Composite pseudocolor images: a technique to enhance the visual correlation between ventilation-perfusion lung images</title>. , 1993, , .		0
77	Work in progress - the use of templates to support Learning Design. , 2008, , .		0
78	Advanced Networking Technologies Study Programme: A Design Based on Competences. , 2010, , .		0
79	ITs in Engineering Education: Joining Efforts Between SPEE and IGIP. International Journal of Engineering Pedagogy, 2012, 2, 4.	1.1	0
80	ICT in science classrooms. , 2014, , .		0
81	Cooperation Between Europe and Asia in Active Learning in Engineering Education. , 2019, , .		0
82	Work-in-Progress: Soft-skills Development for Higher Education Engineering and Economic Students using HERA Collaborative Serious Games. , 2020, , .		0
83	The LAFEC Experience for Language Skills Acquisition. , 2009, , 497-508.		0
84	Learning with Serious Games: The SELEAG Approach. Lecture Notes in Electrical Engineering, 2012, , 287-292.	0.4	0
85	LEAMAN - Manager in an Efficient and Innovative Leather Company. , 2018, , .		0
86	A GAME-BASED, ACTIVE LEARNING APPROACH FOR BUILDING 21ST CENTURY SKILLS IN ENGINEERING AND ECONOMICS HIGHER EDUCATION. EDULEARN Proceedings, 2020, , .	0.0	0
87	ACTIVE LEARNING IN ENGINEERING EDUCATION: EXPERIENCES IN ASIA AND EUROPE. , 2020, , .		0
88	Teachersâ€™ skills required to design and deliver MOOCs in Engineering Education. , 2020, , .		0