

# Carlos Vaz de Carvalho

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/759654/publications.pdf>

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	A Game-Based Approach to Manage Technostress at Work. Lecture Notes in Networks and Systems, 2022, , 85-94.	0.7	4
2	Game-Based Learning, Gamification in Education and Serious Games. Computers, 2022, 11, 36.	3.3	12
3	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
4	Teaching Soft Skills in Engineering Education: An European Perspective. IEEE Access, 2021, 9, 29222-29242.	4.2	29
5	Technology to Support Active Learning in Higher Education. Lecture Notes in Educational Technology, 2021, , 1-11.	0.8	3
6	Developing Emotional Intelligence with a Game: The League of Emotions Learners Approach. Computers, 2021, 10, 97.	3.3	4
7	Self-assessing Teachersâ€™ Competences for Curricula Modernization Through MOOCs. Communications in Computer and Information Science, 2021, , 312-323.	0.5	1
8	Work in Progress: A MOOC-based Innovative Instructional Approach for Curriculum Design. , 2020, , .		2
9	Work-in-Progress: Soft-skills Development for Higher Education Engineering and Economic Students using HERA Collaborative Serious Games. , 2020, , .		0
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	Creating Competitive Opponents for Serious Games through Dynamic Difficulty Adjustment. Information (Switzerland), 2020, 11, 156.	2.9	8
12	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
13	Adoption and Use of Educational Technology Tools by Marketing Students. Electronic Journal of E-Learning, 2020, 18, .	2.6	1
14	A GAME-BASED, ACTIVE LEARNING APPROACH FOR BUILDING 21ST CENTURY SKILLS IN ENGINEERING AND ECONOMICS HIGHER EDUCATION. EDULEARN Proceedings, 2020, , .	0.0	0
15	ACTIVE LEARNING IN ENGINEERING EDUCATION: EXPERIENCES IN ASIA AND EUROPE. , 2020, , .		0
16	Teachersâ€™ skills required to design and deliver MOOCs in Engineering Education. , 2020, , .		0
17	Inclusive Educational Resources. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2019, 14, 1-2.	0.9	1
18	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

#	ARTICLE	IF	CITATIONS
19	Development of Professional Competences in Higher Education through Active Learning. , 2019, , .		1
20	LearnIt: A Serious Game to Support Study Methods in Engineering Education. , 2019, , .		5
21	Cooperation Between Europe and Asia in Active Learning in Engineering Education. , 2019, , .		0
22	Virtual Experiential Learning in Engineering Education. , 2019, , .		1
23	Teaching Design Thinking through Gamified Learning. , 2019, , .		4
24	Active Problem-based Learning for Engineering Higher Education. , 2019, , .		5
25	Developing Entrepreneurship Skills with a Serious Game. Lecture Notes in Computer Science, 2019, , 351-363.	1.3	1
26	A simulation tool to promote active learning of controlled rectifiers. Computer Applications in Engineering Education, 2018, 26, 688-699.	3.4	3
27	Digital Information Access for Ageing Persons. , 2018, , .		2
28	Introducing lean and agile methodologies into engineering higher education: The cases of Greece, Portugal, Spain and Estonia. , 2018, , .		3
29	LEAMAN - Manager in an Efficient and Innovative Leather Company. , 2018, , .		0
30	Analytics of student behaviour in a learning management system as a predictor of learning success. , 2017, , .		3
31	Collecting and Analysing Learners Data to Support the Adaptive Engine of OPERA, a Learning System for Mathematics. , 2017, , .		1
32	Sustainability strategies for open educational resources and repositories. , 2016, , .		5
33	Sustainability of open educational resources: The eCity case. , 2016, , .		6
34	Dynamic Serious Games Balancing. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2016, , 21-27.	0.3	3
35	Serious Games, Interaction, and Simulation. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2016, , .	0.3	1
36	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

#	ARTICLE	IF	CITATIONS
37	Knowledge Platform for Transferring Research and Innovation in Footwear Manufacturing. , 2016, , .		2
38	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
39	Games to support problem-based learning. , 2015, , .		1
40	eCity: Virtual city environment for engineering problem based learning. , 2015, , .		3
41	Lean Games Approaches – Simulation Games and Digital Serious Games. International Journal of Advanced Corporate Learning, 2014, 7, 11.	0.6	12
42	TimeMesh. , 2014, , .		3
43	Can SME Managers Learn from Games?. , 2014, , .		1
44	OTILIA – An architecture for the recommendation of teaching-learning techniques supported by an ontological approach. , 2014, , .		6
45	Skill and Competence Development Through Games. , 2014, , .		3
46	ICT in science classrooms. , 2014, , .		0
47	E-Learning, E-Education, and Online Training. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2014, , .	0.3	20
48	A game for robot operation training in search and rescue missions. , 2014, , .		3
49	GABALL Project: Serious Games Based Language Learning. Procedia, Social and Behavioral Sciences, 2014, 136, 350-354.	0.5	9
50	Serious Games Conferences and Events. EAI Endorsed Transactions on Serious Games, 2014, 1, e2.	0.3	1
51	Cross-Artefacts for the Purpose of Education. Advances in Intelligent Systems and Computing, 2014, , 487-496.	0.6	1
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	Design of Learning Activities – Pedagogy, Technology and Delivery Trends. EAI Endorsed Transactions on E-Learning, 2014, 1, e5.	0.6	5

#	ARTICLE	IF	CITATIONS
55	Learning physics with virtual simulations. , 2013, , .		2
56	Innovative Approaches to Serious Games. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2013, 8, 163-165.	0.9	3
57	Evaluating virtual experiential learning in engineering. , 2013, , .		3
58	Serious Games for Lean Manufacturing: The 5S Game. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2013, 8, 191-196.	0.9	20
59	Digital serious games and simulation games - Comparison of two approaches to lean training. , 2013, , .		2
60	Lean Learning Academy: An innovative framework for lean manufacturing training. , 2013, , .		6
61	Improving Experiential Learning with Haptic Experimentation. International Journal of Online and Biomedical Engineering, 2013, 9, 7.	1.4	6
62	Gamifying a Serious Games Community. , 2013, , .		1
63	TimeMesh " A Serious Game for European Citizenship. EAI Endorsed Transactions on Serious Games, 2013, 1, e2.	0.3	3
64	Game-Based Language Learning. International Journal of Information and Education Technology, 2013, , 643-647.	1.2	12
65	Welcome message from the Editors-in-Chief. EAI Endorsed Transactions on Serious Games, 2013, 1, e1.	0.3	1
66	Serious Games Network. Virtual Archaeology Review, 2013, 4, 174.	1.9	2
67	Is game-based learning suitable for engineering education?. , 2012, , .		21
68	Time Mesh: An Educational Historical Game. , 2012, , .		1
69	ITs in Engineering Education: Joining Efforts Between SPEE and IGIP. International Journal of Engineering Pedagogy, 2012, 2, 4.	1.1	0
70	Learning with Serious Games: The SELEAG Approach. Lecture Notes in Electrical Engineering, 2012, , 287-292.	0.4	0
71	Building a medical learning methodology based on open source technologies. , 2011, , .		1
72	Serious gaming for experiential learning. , 2011, , .		15

#	ARTICLE	IF	CITATIONS
73	Fostering Collaborative Work between educators in higher education. , 2011, , .		4
74	A conceptual model for collaborative learning activities design. , 2011, , .		1
75	Applying and Reusing Knowledge in a Repository. , 2010, , .		1
76	Advanced Networking Technologies Study Programme: A Design Based on Competences. , 2010, , .		0
77	Competence based joint study program on advanced networking technologies for blended learning. , 2010, , .		1
78	A Semantic Approach for Learning Objects Repositories with Knowledge Reuse. Lecture Notes in Computer Science, 2010, , 576-585.	1.3	3
79	Personalized Learning Activities Based on the Student's Intelligence Skills. , 2009, , .		3
80	The LAFEC Experience for Language Skills Acquisition. , 2009, , 497-508.		0
81	A Framework to Scaffold the Reuse of Learning Objects. , 2008, , .		1
82	Work in progress - the use of templates to support Learning Design. , 2008, , .		0
83	Work in progress - learning through role play games. , 2008, , .		15
84	Effective characterisation of learning objects. International Journal of Advanced Media and Communication, 2008, 2, 236.	0.2	1
85	The use of an adaptive hypermedia learning system to support a new pedagogical model. , 2005, , .		2
86	<title>Intensity correlation of ventilation-perfusion lung images</title>. , 1993, 1905, 324.		0
87	<title>Composite pseudocolor images: a technique to enhance the visual correlation between ventilation-perfusion lung images</title>. , 1993, , .		0
88	From Traditional Teaching to Online Learning. , 0, , 17-26.		5