IvÃ¡n MartÃ-nez Ortiz

List of Publications by Year
in descending order

63 papers	1,506 citations	567281 15 h-index	395702 33 g-index
68 all docs	68 docs citations	68 times ranked	934 citing authors

#	Article	IF	Citations
1	Evidence-based evaluation of a serious game to increase bullying awareness. Interactive Learning Environments, 2023, 31, 644-654.	6.4	5
2	Using e-Learning Standards to Improve Serious Game Deployment and Evaluation. , 2022, , .		1
3	Data science meets standardized game learning analytics. , 2021, , .		4
4	Improving evidence-based assessment of players using serious games. Telematics and Informatics, 2021, 60, 101583.	5.8	6
5	Creating awareness on bullying and cyberbullying among young people: Validating the effectiveness and design of the serious game Conectado. Telematics and Informatics, 2021, 60, 101568.	5.8	14
6	A Tool Supported Approach for Teaching Serious Game Learning Analytics. , 2021, , .		0
7	Validation of a Cyberbullying Serious Game Using Game Analytics. IEEE Transactions on Learning Technologies, 2020, 13, 186-197.	3.2	32
8	Predicting students' knowledge after playing a serious game based on learning analytics data: A case study. Journal of Computer Assisted Learning, 2020, 36, 350-358.	5.1	51
9	Applications of Simva to Simplify Serious Games Validation and Deployment. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2020, 15, 161-170.	0.9	1
10	Serious games to prevent and detect bullying and cyberbullying: A systematic serious games and literature review. Computers and Education, 2020, 157, 103958.	8.3	57
11	Simplifying the Validation and Application of Games with Simva. Lecture Notes in Computer Science, 2020, , 337-346.	1.3	0
12	A Scalable Architecture for One-Stop Evaluation of Serious Games. Lecture Notes in Computer Science, 2020, , 69-78.	1.3	4
13	Game Learning Analytics for Educators. , 2019, , .		1
14	From Heterogeneous Activities to Unified Analytics Dashboards. , 2019, , .		5
15	Applications of data science to game learning analytics data: A systematic literature review. Computers and Education, 2019, 141, 103612.	8.3	75
16	Lessons learned applying learning analytics to assess serious games. Computers in Human Behavior, 2019, 99, 301-309.	8.5	45
17	Applicability of a Cyberbullying Videogame as a Teacher Tool: Comparing Teachers and Educational Sciences Students. IEEE Access, 2019, 7, 55841-55850.	4.2	13
18	Improving Serious Games Analyzing Learning Analytics Data: Lessons Learned. Lecture Notes in Computer Science, 2019, , 287-296.	1.3	7

#	Article	IF	Citations
19	uAdventure: Simplifying Narrative Serious Games Development. , 2019, , .		4
20	Game Learning Analytics, Facilitating the Use of Serious Games in the Class. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2019, 14, 168-176.	0.9	6
21	Simva: Simplifying the Scientific Validation of Serious Games. , 2019, , .		9
22	Using Game Technology to Automatize Neuropsychological Tests and Research in Active Aging. , 2018, , .		2
23	Making Understandable Game Learning Analytics for Teachers. Lecture Notes in Computer Science, 2018, , 112-121.	1.3	5
24	Learning analytics for location-based serious games. , 2018, , .		6
25	Game learning analytics is not informagic!. , 2018, , .		18
26	Systematizing game learning analytics for serious games. , 2017, , .		41
27	uAdventure: The eAdventure reboot: Combining the experience of commercial gaming tools and tailored educational tools. , 2017, , .		13
28	Applying standards to systematize learning analytics in serious games. Computer Standards and Interfaces, 2017, 50, 116-123.	5.4	91
29	Full Lifecycle Architecture for Serious Games: Integrating Game Learning Analytics and a Game Authoring Tool. Lecture Notes in Computer Science, 2017, , 73-84.	1.3	2
30	RAGE Architecture for Reusable Serious Gaming Technology Components. International Journal of Computer Games Technology, 2016, 2016, 1-10.	2.5	32
31	Game Learning Analytics: Learning Analytics for Serious Games. , 2016, , 1-29.		63
32	Requirements for educational games in MOOCs. , 2015, , .		3
33	Fifteenth International Symposium on Information and Communication Technologies in Education (SINTICE). Revista Iberoamericana De Tecnologias Del Aprendizaje, 2015, 10, 1-2.	0.9	0
34	Can educational video games increase high school students' interest in theatre?. Computers and Education, 2015, 87, 182-191.	8.3	33
35	Serious games: A journey from research to application. , 2014, , .		21
36	Development of Game-Like Simulations for Procedural Knowledge in Healthcare Education. IEEE Transactions on Learning Technologies, 2014, 7, 69-82.	3.2	35

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37	E-Learning standards and learning analytics. Can data collection be improved by using standard data models?. , 2013, , .		51
38	Using e-learning standards in educational video games. Computer Standards and Interfaces, 2013, 36, 178-187.	5.4	34
39	TrivialCV: Competitive Activities for the Classroom Integrated in a Moodle Virtual Campus. Revista Iberoamericana De Tecnologias Del Aprendizaje, 2013, 8, 31-38.	0.9	6
40	Deploying and debugging educational games using e-Learning standards. , 2012, , .		7
41	Integrating Domain Experts in Educational Game Authoring: A Case Study. , 2012, , .		6
42	A visual language for the creation of narrative educational games. Journal of Visual Languages and Computing, 2011, 22, 443-452.	1.8	45
43	Easing assessment of game-based learning with <e-adventure> and LAMS. , 2010, , .		21
44	Extending a game authoring tool for ubiquitous education. , 2010, , .		2
45	Implementing accessibility in educational videogames with <e-Adventure>. , 2009, , .		24
46	Authoring and Reengineering of IMS Learning Design Units of Learning. IEEE Transactions on Learning Technologies, 2009, 2, 189-202.	3.2	22
47	Language engineering techniques for the development of e-learning applications. Journal of Network and Computer Applications, 2009, 32, 1092-1105.	9.1	8
48	Enhancing IMS LD Units of Learning Comprehension. , 2009, , .		9
49	Translating e-learning Flow-Oriented Activity Sequencing Descriptions into Rule-Based Designs. , 2009, , .		3
50	Language-Driven, Technology-Enhanced Instructional Systems Design. Lecture Notes in Computer Science, 2009, , 725-731.	1.3	1
51	A Content-Centric Development Process Model. Computer, 2008, 41, 24-30.	1.1	33
52	Educational game design for online education. Computers in Human Behavior, 2008, 24, 2530-2540.	8.5	389
53	Enhancing Reusability of IMS LD Units of Learning: The e-LD Approach. , 2008, , .		1
54	A Flow-Oriented Visual Language for Learning Designs. Lecture Notes in Computer Science, 2008, , 486-496.	1.3	8

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55	Middleware Services for DRM. , 2007, , .		4
56	A highly modular and extensible architecture for an integrated IMS-based authoring system: the <e-Aula> experience. Software - Practice and Experience, 2007, 37, 441-461.	3.6	10
57	A documental approach to adventure game development. Science of Computer Programming, 2007, 67, 3-31.	1.9	52
58	Adaptive Units of Learning and Educational Videogames. Journal of Interactive Media in Education, 2007, 2007, 5.	1.7	12
59	The problem with rights expression languages. , 2006, , .		24
60	Production and Maintenance of Content-Intensive Videogames: A Document-Oriented Approach. , 2006, , .		5
61	Production and Deployment of Educational Videogames as Assessable Learning Objects. Lecture Notes in Computer Science, 2006, , 316-330.	1.3	6
62	<e-QTI>: A Reusable Assessment Engine. Lecture Notes in Computer Science, 2006, , 134-145.	1.3	8
63	Building Learning Management Systems Using IMS Standards: Architecture of a Manifest Driven Approach. Lecture Notes in Computer Science, 2005, , 144-156.	1.3	7