

Pedro Isaias

List of Publications by Year in descending order

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Version: 2024-02-01

84
papers

598
citations

933264

10
h-index

887953

17
g-index

105
all docs

105
docs citations

105
times ranked

376
citing authors

#	ARTICLE	IF	CITATIONS
1	Analyzing the educational goals, problems and techniques used in educational big data research from 2010 to 2018. <i>Interactive Learning Environments</i> , 2022, 30, 1539-1555.	4.4	13
2	Sustainable Design. , 2022, , .		5
3	New Participative Methodology for Sustainable Design (NPMSD). , 2022, , 159-191.		0
4	How Innovative Technologies Are Improving the Delivery of E-Assessment in Higher Education. <i>Advances in Mobile and Distance Learning Book Series</i> , 2022, , 137-161.	0.4	1
5	Usability and Human-Computer Interaction (HCI). , 2022, , 23-40.		13
6	Innovative Technologies: Applications in the Present and Considerations for the Future. , 2022, , 193-215.		1
7	Emergent affordances and potential challenges of mobile learning apps: insights from online reviews. <i>Information Technology and People</i> , 2022, 35, 2500-2517.	1.9	6
8	Framework for Web 2.0 implementation in higher education: Experts' validation. <i>Higher Education Quarterly</i> , 2021, 75, 648-666.	1.8	4
9	Successful Implementation of Web 2.0 in Non-Profit Organisations. <i>Advances in Business Information Systems and Analytics Book Series</i> , 2021, , 353-369.	0.3	3
10	Practice From Implementing Web 2.0 Tools in Higher Education. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , 2021, , 71-91.	0.2	0
11	CRM 2.0 and Mobile CRM. , 2021, , 505-525.		0
12	Perceptions and Attitude Toward Advertising on Social Networks and Search Engines: A Comparative Analysis. <i>Journal of Internet Commerce</i> , 2020, 19, 404-436.	3.5	16
13	Educational big data: extracting meaning from data for smart education. <i>Interactive Learning Environments</i> , 2020, 28, 142-147.	4.4	22
14	Automated insightful drill-down recommendations for learning analytics dashboards. , 2020, , .		9
15	Critical success factors for implementing learning analytics in higher education: A mixed-method inquiry. <i>Australasian Journal of Educational Technology</i> , 2020, 36, 89-106.	2.0	23
16	Examining the use of e-Assessment in higher education: teachers and students' viewpoints. <i>British Journal of Educational Technology</i> , 2019, 50, 1785-1800.	3.9	22
17	e-Business management assessment: framework proposal through case study analysis. <i>Journal of Information Communication and Ethics in Society</i> , 2019, 18, 237-254.	1.0	3
18	Higher Education and Web 2.0. <i>Advances in Higher Education and Professional Development Book Series</i> , 2019, , 103-127.	0.1	3

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19	E-ASSESSMENT: TOOLS AND POSSIBILITIES FOR ELECTRONIC ASSESSMENT IN HIGHER EDUCATION. EDULEARN Proceedings, 2019, , .	0.0	3
20	Model for the enhancement of learning in higher education through the deployment of emerging technologies. Journal of Information Communication and Ethics in Society, 2018, 16, 401-412.	1.0	12
21	Digital Literacy in Higher Education. Lecture Notes in Computer Science, 2018, , 71-87.	1.0	9
22	Digital Marketing. Advances in Electronic Commerce Series, 2018, , 28-49.	0.2	0
23	Empathic technologies for distance/mobile learning. Interactive Technology and Smart Education, 2017, 14, 159-180.	3.8	40
24	MODEL FOR THE EFFECTIVE IMPLEMENTATION OF WEB 2.0 IN HIGHER EDUCATION FROM THE VIEWPOINT OF THE TEACHERS. , 2017, , .		3
25	CRM 2.0 and Mobile CRM. Advances in Business Information Systems and Analytics Book Series, 2017, , 322-342.	0.3	0
26	Competencies in Teaching, Learning and Educational Leadership in the Digital Age. , 2016, , .		9
27	A Synthesizing Look Forward in Teaching, Learning, and Educational Leadership in the Digital Age. , 2016, , 345-354.		2
28	Higher Education Studentsâ€™ Perceptions of Positive and Negative Effects of Social Networking in Portugal. Lecture Notes in Social Networks, 2016, , 111-127.	0.8	3
29	Internet factors influencing generations Y and Z in Australia and Portugal: A practical study. Information Processing and Management, 2016, 52, 592-617.	5.4	45
30	Social Networking. Lecture Notes in Social Networks, 2016, , 3-13.	0.8	2
31	Social Networking and Education Model (SNEM). Lecture Notes in Social Networks, 2016, , 323-345.	0.8	6
32	Promoting Human-Computer Interaction and Usability Guidelines and Principles through Reflective Journal Assessment. , 2016, , 1706-1726.		0
33	Higher Education and Web 2.0. , 2016, , 1738-1757.		0
34	Web 3.0 in Web Development. , 2016, , 461-480.		0
35	E-Learning 3.0 Framework Adoption: Expertsâ€™ Views. Lecture Notes in Computer Science, 2016, , 356-367.	1.0	3
36	Outlining the Issues of Cloud Computing and Sustainability Opportunities and Risks in European Organizations. Journal of Electronic Commerce in Organizations, 2015, 13, 1-25.	0.6	10

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37	High Level Models and Methodologies for Information Systems. , 2015, , .		21
38	Sustainable Design. , 2015, , .		29
39	Web 3.0 in Web Development. Advances in Web Technologies and Engineering Book Series, 2015, , 209-228.	0.4	5
40	Future ICTs: Present Trends for Future Developments. , 2015, , 165-177.		0
41	Physical, Cognitive and Affective Engineering. , 2015, , 59-69.		0
42	From Information Systems to e-Learning 3.0 Systemsâ€™s Critical Success Factors: A Framework Proposal. Lecture Notes in Computer Science, 2014, , 180-191.	1.0	4
43	Promoting communication skills for information systems students in Australian and Portuguese higher education: Action research study. Education and Information Technologies, 2014, 19, 841-861.	3.5	11
44	Digital Systems for Open Access to Formal and Informal Learning. , 2014, , .		11
45	Risks and opportunities of integrating social networking sites in the Australian and Portuguese workplace/communities: an exploratory study. International Journal of Web Based Communities, 2014, 10, 466.	0.2	5
46	Digital Systems for Open Access to Formal and Informal Learning. , 2014, , 1-7.		6
47	Higher Education and Web 2.0. Advances in Higher Education and Professional Development Book Series, 2014, , 88-106.	0.1	6
48	Website Interaction between a Football Club and its Supporters. Advances in Human and Social Aspects of Technology Book Series, 2014, , 72-100.	0.3	0
49	Small and Medium Enterprises 2.0: Are We There Yet?. Lecture Notes in Computer Science, 2014, , 175-182.	1.0	0
50	Promoting Human-Computer Interaction and Usability Guidelines and Principles Through Reflective Journal Assessment. Advances in Human and Social Aspects of Technology Book Series, 2014, , 375-394.	0.3	6
51	Does MP3 Audio Feedback Enhance Studentâ€™s Learning Skills?: An International Case Study. International Journal of Learning, 2014, 19, 15-28.	0.1	7
52	HCI and Usability Principles and Guidelines in the Website Development Process: An International Perspective. , 2014, , 169-189.		3
53	The Impact of Enterprise 2.0 on SMEs. Advances in Human and Social Aspects of Technology Book Series, 2014, , 157-172.	0.3	0
54	Ubiquitous and Mobile Learning in the Digital Age. , 2013, , .		12

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55	WEB 2.0 Technologies Supporting Students and Scholars in Higher Education. Lecture Notes in Computer Science, 2013, , 191-200.	1.0	4
56	Assessing the Effectiveness of an E-Learning Framework. Journal of Cases on Information Technology, 2013, 15, 1-18.	0.7	1
57	E-learning and Sustainability in Higher Education: An International Case Study. International Journal of Learning in Higher Education, 2013, 19, 77-90.	0.1	4
58	Subject Recommended Samples. , 2013, , 43-57.		1
59	Standards Related to Interoperability in EHR & HS. Advances in Healthcare Information Systems and Administration Book Series, 2013, , 19-44.	0.2	2
60	Web 2.0 Tools Adoption Model. International Journal of Information Communication Technologies and Human Development, 2013, 5, 64-79.	0.2	1
61	Monitoring of real interaction in marketing websites. , 2012, , .		0
62	Usability and Digital Inclusion: Standards and Guidelines. International Journal of Public Administration, 2012, 35, 221-239.	1.4	27
63	Towards Learning and Instruction in Web 3.0. , 2012, , .		9
64	Web 2.0. Advances in Web Technologies and Engineering Book Series, 2012, , 223-236.	0.4	3
65	The IPTeACES E-Learning Framework: Success Indicators, the Impact on Student Social Demographic Characteristics and the Assessment of Effectiveness. , 2012, , 151-169.		0
66	Reflective Journals for the Enhancement of Postgraduate Students Learning: An Australian Case Study. International Journal of Learning, 2012, 18, 237-252.	0.1	1
67	Information Systems Success: Measuring Wiki Implementation Success, Based on the DeLone & McLean Model. Lecture Notes in Business Information Processing, 2012, , 212-224.	0.8	2
68	A Methodology to Develop a Clinical Ontology for Healthcare Business. Lecture Notes in Computer Science, 2011, , 285-291.	1.0	1
69	Towards A Combined Model for On-Line and Real Conferences. , 2011, , 293-306.		0
70	Evaluation of Expert Systems: The Application of a Reference Model to the Usability Parameter. Lecture Notes in Computer Science, 2011, , 100-109.	1.0	1
71	Recommender Systems for Human Resources Task Assignment. , 2010, , .		6
72	Cognition and Learning in the Age of Digital Technologies and Social Networking. Journal of Research on Technology in Education, 2010, 43, 101-102.	4.0	5

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73	Editorsâ€™ introduction to the special issue on cognition & learning technology. Educational Technology Research and Development, 2009, 57, 721-723.	2.0	5
74	Patient Standardization Identification as a Healthcare Issue. Lecture Notes in Computer Science, 2009, , 566-575.	1.0	2
75	Special Issue Introduction. Journal of Research on Technology in Education, 2007, 40, 2-3.	4.0	4
76	Expert Systems Evaluation Proposal. Lecture Notes in Computer Science, 2007, , 98-106.	1.0	4
77	Web Services as a Solution for Maritime Port Information Interoperability. Lecture Notes in Computer Science, 2007, , 1029-1038.	1.0	3
78	Learning in the information society. Interactive Technology and Smart Education, 2006, 3, 171-172.	3.8	0
79	Validation of an e-Learning 3.0 Critical Success Factors Framework: A Qualitative Research. Journal of Information Technology Education:Research, 0, 16, 339-363.	0.0	13
80	Social Network Sites. , 0, , 248-265.		8
81	Human Computer Interaction and Usability in the New Participative Methodology for Marketing Websites. Pacific Asia Journal of the Association for Information Systems, 0, , 47-78.	0.3	3
82	Program EducAtivo: physical activity as a health education strategy. Revista Brasileira De Atividade FÃsica E SaÃde, 0, 23, 1-6.	0.1	0
83	Gamification as an Engagement Tool in E-Learning Websites. Journal of Information Technology Education:Research, 0, 19, 833-854.	0.0	5
84	Digital Marketing. , 0, , 18-38.		0