

Santiago Schez-Sobrino

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/775314/publications.pdf>

Version: 2024-02-01

12
papers

104
citations

1478505
6
h-index

1588992
8
g-index

12
all docs

12
docs citations

12
times ranked

91
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 1 | A novel approach to learning music and piano based on mixed reality and gamification. Multimedia Tools and Applications, 2021, 80, 165-186. | 3.9 | 24 |
| 2 | A modern approach to supporting program visualization: from a 2D notation to 3D representations using augmented reality. Multimedia Tools and Applications, 2021, 80, 543-574. | 3.9 | 6 |
| 3 | A Modern Approach to Personalize Exergames for the Physical Rehabilitation of Children Suffering from Lumbar Spine. Lecture Notes in Business Information Processing, 2021, , 769-790. | 1.0 | 0 |
| 4 | A Platform Based on Personalized Exergames and Natural User Interfaces to Promote Remote Physical Activity and Improve Healthy Aging in Elderly People. Sustainability, 2021, 13, 7578. | 3.2 | 8 |
| 5 | Exergames to Prevent the Secondary Functional Deterioration of Older Adults during Hospitalization and Isolation Periods during the COVID-19 Pandemic. Sustainability, 2021, 13, 7932. | 3.2 | 9 |
| 6 | A Distributed Gamified System Based on Automatic Assessment of Physical Exercises to Promote Remote Physical Rehabilitation. IEEE Access, 2020, 8, 91424-91434. | 4.2 | 7 |
| 7 | RoboTIC: A serious game based on augmented reality for learning programming. Multimedia Tools and Applications, 2020, 79, 34079-34099. | 3.9 | 24 |
| 8 | An Intelligent Tutoring System to Facilitate the Learning of Programming through the Usage of Dynamic Graphic Visualizations. Applied Sciences (Switzerland), 2020, 10, 1518. | 2.5 | 16 |
| 9 | Automatic recognition of physical exercises performed by stroke survivors to improve remote rehabilitation. , 2019, , . | | 7 |
| 10 | Toward Precision Rehabilitation for Neurological Diseases: Data-Driven Approach to Exergame Personalization. Proceedings (mdpi), 2019, 31, . | 0.2 | 0 |
| 11 | An Agent-based Approach to Physical Rehabilitation of Patients affected by Neurological Diseases. Procedia Computer Science, 2019, 160, 346-353. | 2.0 | 1 |
| 12 | ANGELA. , 2019, , . | | 2 |