

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

1478458

6
h-index

1588975

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. <i>Multimedia Tools and Applications</i> , 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. <i>Multimedia Tools and Applications</i> , 2021, 80, 543-574.	3.9	6
3	A Modern Approach to Personalize Exergames for the Physical Rehabilitation of Children Suffering from Lumbar Spine. <i>Lecture Notes in Business Information Processing</i> , 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. <i>Sustainability</i> , 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. <i>Sustainability</i> , 2021, 13, 7932.	3.2	9
6	A Distributed Gamified System Based on Automatic Assessment of Physical Exercises to Promote Remote Physical Rehabilitation. <i>IEEE Access</i> , 2020, 8, 91424-91434.	4.2	7
7	RoboTIC: A serious game based on augmented reality for learning programming. <i>Multimedia Tools and Applications</i> , 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. <i>Applied Sciences (Switzerland)</i> , 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. <i>Proceedings (mdpi)</i> , 2019, 31, .	0.2	0
11	An Agent-based Approach to Physical Rehabilitation of Patients affected by Neurological Diseases. <i>Procedia Computer Science</i> , 2019, 160, 346-353.	2.0	1
12	ANGELA. , 2019, , .		2