

Daniel Lopez Fernandez

List of Publications by Year in descending order

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Version: 2024-02-01

19
papers

237
citations

1163117

8
h-index

1058476

14
g-index

19
all docs

19
docs citations

19
times ranked

142
citing authors

#	ARTICLE	IF	CITATIONS
1	Motivational impact of active learning methods in aerospace engineering students. Acta Astronautica, 2019, 165, 344-354.	3.2	33
2	Comparing Traditional Teaching and Game-Based Learning Using Teacher-Authored Games on Computer Science Education. IEEE Transactions on Education, 2021, 64, 367-373.	2.4	33
3	Comparing the Effectiveness of Video-Based Learning and Game-Based Learning Using Teacher-Authored Video Games for Online Software Engineering Education. IEEE Transactions on Education, 2022, 65, 524-532.	2.4	27
4	Evaluating an Educational Escape Room Conducted Remotely for Teaching Software Engineering. IEEE Access, 2020, 8, 225032-225051.	4.2	26
5	Why are many businesses instilling a DevOps culture into their organization?. Empirical Software Engineering, 2021, 26, 1.	3.9	19
6	Challenge-Based Learning in Aerospace Engineering Education: The ESA Concurrent Engineering Challenge at the Technical University of Madrid. Acta Astronautica, 2020, 171, 369-377.	3.2	16
7	Scrum VR: Virtual Reality Serious Video Game to Learn Scrum. Applied Sciences (Switzerland), 2021, 11, 9015.	2.5	14
8	Motivation in engineering education a framework supported by evaluation instruments and enhancement resources. , 2015, , .		10
9	CF4J 2.0: Adapting Collaborative Filtering for Java to new challenges of collaborative filtering based recommender systems. Knowledge-Based Systems, 2021, 215, 106629.	7.1	10
10	LEGO® Serious Play in Software Engineering Education. IEEE Access, 2021, 9, 103120-103131.	4.2	10
11	Motivation of Computer Science Students at Universities Organized around Small Groups. , 2019, , .		8
12	Motivation of Computer Science Engineering Students: Analysis and Recommendations. , 2019, , .		8
13	Examining the Usefulness of Quality Scores for Generating Learning Object Recommendations in Repositories of Open Educational Resources. Applied Sciences (Switzerland), 2020, 10, 4638.	2.5	7
14	DevOps Team Structures: Characterization and Implications. IEEE Transactions on Software Engineering, 2022, 48, 3716-3736.	5.6	5
15	Virtual Reality Application for Fostering Interest in Art. IEEE Computer Graphics and Applications, 2021, 41, 106-113.	1.2	5
16	YoungRes: A Serious Game-Based Intervention to Increase Youngsters Resilience Against Extremist Ideologies. IEEE Access, 2022, 10, 28564-28578.	4.2	3
17	DevOps Research-Based Teaching Using Qualitative Research and Inter-Coder Agreement. IEEE Transactions on Software Engineering, 2022, 48, 3378-3393.	5.6	2
18	El Modelo de Gestión del Conocimiento Motivacional: propuesta de aplicación en el sector bibliotecario. Revista Espanola De Documentacion Cientifica, 2016, 39, 157.	0.4	1

#	ARTICLE	IF	CITATIONS
19	Assessment and development of transversal competences based on student's autonomous learning. , 2016, , .		0