

Jaime DÃ-az

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7796739/publications.pdf>

Version: 2024-02-01

23
papers

139
citations

1937685

4
h-index

1372567

10
g-index

25
all docs

25
docs citations

25
times ranked

80
citing authors

#	ARTICLE	IF	CITATIONS
1	Emo-mirror: a proposal to support emotion recognition in children with autism spectrum disorders. <i>Neural Computing and Applications</i> , 2023, 35, 7913-7924.	5.6	12
2	Assessing Transparency in eGovernment Electronic Processes. <i>IEEE Access</i> , 2022, 10, 3074-3087.	4.2	4
3	Classification of Speech Acts in Public Software Tenders. <i>IEEE Access</i> , 2022, 10, 41564-41573.	4.2	0
4	Towards Automatic Gait Analysis from an IT Perspective: A Kinesiology Case. <i>Lecture Notes in Networks and Systems</i> , 2022, , 404-412.	0.7	2
5	Emotion Recognition in Children with Autism Spectrum Disorder Using Convolutional Neural Networks. <i>Advances in Intelligent Systems and Computing</i> , 2021, , 585-595.	0.6	1
6	Validation of a Questionnaire to Evaluate the Usability in the Peruvian Context. <i>Lecture Notes in Computer Science</i> , 2021, , 327-336.	1.3	1
7	Evaluating Aspects of Usability in Video Game-Based Programming Learning Platforms. <i>Procedia Computer Science</i> , 2021, 181, 247-254.	2.0	7
8	Evaluation of Critical Thinking in Online Software Engineering Teaching: A Systematic Mapping Study. <i>IEEE Access</i> , 2021, 9, 167015-167026.	4.2	4
9	An Agile Product Design in a Smart City Context: A Use Case for Air Pollution Awareness. <i>Lecture Notes in Computer Science</i> , 2020, , 483-500.	1.3	0
10	Extending the Concept of User Satisfaction from Customer Experience. <i>Lecture Notes in Computer Science</i> , 2019, , 397-407.	1.3	0
11	A flexible and systematic teaching framework to develop cognitive skills through programming courses. , 2019, , .		0
12	Emotion Recognition in Children with ASD using Technologies: A Systematic Mapping Study. , 2019, , .		2
13	Website Transformation of a Latin American Airline: Effects of Cultural Aspects and User Experience on Business Performance. <i>IEEE Latin America Transactions</i> , 2019, 17, 766-774.	1.6	6
14	Self-reported Methods for User Satisfaction Evaluation: A Bibliometric Analysis. <i>Communications in Computer and Information Science</i> , 2019, , 314-331.	0.5	2
15	EMOINEC: Exploring the Application of the EMOINAD Guide to an E-commerce Context. <i>Lecture Notes in Computer Science</i> , 2019, , 521-532.	1.3	0
16	Developing QR Authentication and Fingerprint Record in an ATM Interface Using User-Centered Design Techniques. <i>Lecture Notes in Computer Science</i> , 2019, , 420-430.	1.3	1
17	Virtual Reality in High School: A Systematic Mapping Study. , 2018, , .		3
18	Augmented Reality and Usability Best Practices: A Systematic Literature Mapping for Educational Videogames. , 2018, , .		4

#	ARTICLE	IF	CITATIONS
19	A Gamification Approach to Improve Motivation on an Initial Programming Course. , 2018, , .		4
20	Experimental validation of a set of cultural-oriented usability heuristics: e-Commerce websites evaluation. Computer Standards and Interfaces, 2017, 50, 160-178.	5.4	56
21	Training through Simulation for Digital Battlefield. , 2015, , .		1
22	Ubiquitous Computer-Supported Collaborative Learning: A Literature Review. , 2014, , .		6
23	A cultural-oriented usability heuristics proposal. , 2013, , .		22