

Alex Gomes

List of Publications by Year in descending order

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Version: 2024-02-01

42
papers

428
citations

1307594

7
h-index

794594

19
g-index

45
all docs

45
docs citations

45
times ranked

394
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 1 | Effectiveness of gamification in the engagement of students. Computers in Human Behavior, 2016, 58, 48-63. | 8.5 | 209 |
| 2 | Youubi: Open software for ubiquitous learning. Computers in Human Behavior, 2016, 55, 1145-1164. | 8.5 | 29 |
| 3 | Contrasting levels of student engagement in blended and non-blended learning scenarios. Computers and Education, 2021, 172, 104241. | 8.3 | 26 |
| 4 | Discovery engagement patterns MOOCs through cluster analysis. IEEE Latin America Transactions, 2016, 14, 4129-4135. | 1.6 | 25 |
| 5 | Integrating activity theory and organizational modeling for context of use analysis. , 2005, , . | | 22 |
| 6 | ECLECTIC as a learning ecosystem for higher education disruption. Universal Access in the Information Society, 2019, 18, 615-631. | 3.0 | 15 |
| 7 | A Comparative Study between Clustering Methods in Educational Data Mining. IEEE Latin America Transactions, 2016, 14, 3755-3761. | 1.6 | 13 |
| 8 | Forecasting Students' Performance Through Self-Regulated Learning Behavioral Analysis. International Journal of Distance Education Technologies, 2019, 17, 52-74. | 2.9 | 10 |
| 9 | Discovering Level of Participation in MOOCs through Clusters Analysis. , 2016, , . | | 9 |
| 10 | Automated and connected? Smartphones and automobility through the global south. Applied Mobilities, 2021, 6, 54-70. | 1.0 | 7 |
| 11 | Architecture for Social Interactions Monitoring in Collaborative Learning Environments as a Support for the Teacher's Awareness. , 2013, , . | | 6 |
| 12 | Higher Education Teachers Training (HET2) Model: Active Learning in Higher Education Environment. Advances in Intelligent Systems and Computing, 2021, , 103-112. | 0.6 | 5 |
| 13 | Redesigning Collaboration Tools to Enhance Social Presence in Online Learning Environments. Lecture Notes in Computer Science, 2013, , 175-191. | 1.3 | 5 |
| 14 | Effectiveness of practices with sensors in engaging in meaningful learning in higher education: Extending a framework of ubiquitous learning. , 2015, , . | | 4 |
| 15 | Design Ethnography for Screenless Interaction Style. , 2017, , . | | 4 |
| 16 | A Methodology for Creating a Macro Action Plan to Improve IT Use and Its Governance in Organizations. Information (Switzerland), 2020, 11, 427. | 2.9 | 4 |
| 17 | Arranjos espaciais e especificações técnicas para ambientes de aprendizagem adequados a práticas educacionais com blended learning. Ambiente Construído, 2020, 20, 365-390. | 0.4 | 4 |
| 18 | Ubiquitous Technologies and the Emergence of New Learning Experiences. Advances in Educational Technologies and Instructional Design Book Series, 2014, , 142-159. | 0.2 | 4 |

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 19 | A 3D visualization framework to social network monitoring and analysis. Computers in Human Behavior, 2015, 49, 623-634. | 8.5 | 3 |
| 20 | An EDM Approach to the Analysis of Students' Engagement in Online Courses from Constructs of the Transactional Distance. , 2016, , . | | 3 |
| 21 | An Approach Based on Social Network Analysis to Enhance Social Presence in a Collaborative Learning Environment. IEEE Transactions on Education, 2022, 65, 608-616. | 2.4 | 3 |
| 22 | e-du box. , 2008, , . | | 2 |
| 23 | A Comparison Study: Sketch-Based Interfaces versus WIMP Interfaces in Three Dimensional Modeling Tasks. , 2009, , . | | 2 |
| 24 | Using arduino as pedagogical strategy in learning logic programming. , 2014, , . | | 2 |
| 25 | TPS2 Approach Applied to Requirements Engineering Curriculum Course. Lecture Notes in Computer Science, 2022, , 461-477. | 1.3 | 2 |
| 26 | Design de interfaces tangÃves educacionais. , 2006, , . | | 1 |
| 27 | Effectiveness of educational practices through the extension of a framework ubiquitous learning environment. , 2015, , . | | 1 |
| 28 | A developemnt model of units of learning for multiple platforms. , 2015, , . | | 1 |
| 29 | Identifying interaction strategies in ubiquitous learning environments. , 2017, , . | | 1 |
| 30 | The Mental Workload Evaluation in Visualizing Telehealth Indicators on Three-Dimensional Interface. Telemedicine Journal and E-Health, 2018, 24, 442-448. | 2.8 | 1 |
| 31 | Social Climate and Classroom Adaptations for Blended Learning Practices. Journal of Information Technology Research, 2020, 13, 1-20. | 0.5 | 1 |
| 32 | Mediating Social Network Education Teaching OOP. American Journal of Educational Research, 2014, 2, 204-207. | 0.3 | 1 |
| 33 | PercepÃo de professores acerca do uso de TICS no ensino remoto emergencial. EducaÃo Em Foco, 2022, 25, 227-259. | 0.0 | 1 |
| 34 | Analysis of activity structure in the asynchronous education process via mailing list. , 2005, , . | | 0 |
| 35 | Effects of scaffoldings on interactive diagram constructions in educational interface for elementary school teachers training. , 2011, , . | | 0 |
| 36 | Brandmap: An Information Visualization Platform for Brand Association in Blogosphere. , 2012, , . | | 0 |

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 37 | Analysis of students' expectations and skills in e-learning. , 2014, , . | | 0 |
| 38 | Identifying engagement indicators to support educational research. , 2015, , . | | 0 |
| 39 | Statistical Grouping Methods for Identifying User Profiles. International Journal of Technology and Human Interaction, 2019, 15, 41-52. | 0.4 | 0 |
| 40 | Analysis of Open Textbooks for discipline of Sociology offered for high school. Holos, 0, 3, 337-347. | 0.0 | 0 |
| 41 | IdentificaĂŁo e caracterizaĂŁo de nĂveis de interaĂŁo no ensino remoto de emergĂncia na EducaĂŁo BĂsica. , 0, , . | | 0 |
| 42 | Collaborative driving tools for traffic problems: a design anthropological approach to car commuting. Research, Society and Development, 2022, 11, e24811525599. | 0.1 | 0 |