

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	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
2	Collaborative driving tools for traffic problems: a design anthropological approach to car commuting. Research, Society and Development, 2022, 11, e24811525599.	0.1	0
3	Percepç�o de professores acerca do uso de TICS no ensino remoto emergencial. Educaç�o Em Foco, 2022, 25, 227-259.	0.0	1
4	TPS2 Approach Applied to Requirements Engineering Curriculum Course. Lecture Notes in Computer Science, 2022, , 461-477.	1.3	2
5	Automated and connected? Smartphones and automobility through the global south. Applied Mobilities, 2021, 6, 54-70.	1.0	7
6	Higher Education Teachers Training (HET2) Model: Active Learning in Higher Education Environment. Advances in Intelligent Systems and Computing, 2021, , 103-112.	0.6	5
7	Contrasting levels of student engagement in blended and non-blended learning scenarios. Computers and Education, 2021, 172, 104241.	8.3	26
8	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
9	Social Climate and Classroom Adaptations for Blended Learning Practices. Journal of Information Technology Research, 2020, 13, 1-20.	0.5	1
10	Arranjos espaciais e especifica�es t�cnicas para ambientes de aprendizagem adequados a pr�ticas educacionais com blended learning. Ambiente Constru�do, 2020, 20, 365-390.	0.4	4
11	ECLECTIC as a learning ecosystem for higher education disruption. Universal Access in the Information Society, 2019, 18, 615-631.	3.0	15
12	Forecasting Students' Performance Through Self-Regulated Learning Behavioral Analysis. International Journal of Distance Education Technologies, 2019, 17, 52-74.	2.9	10
13	Statistical Grouping Methods for Identifying User Profiles. International Journal of Technology and Human Interaction, 2019, 15, 41-52.	0.4	0
14	The Mental Workload Evaluation in Visualizing Telehealth Indicators on Three-Dimensional Interface. Telemedicine Journal and E-Health, 2018, 24, 442-448.	2.8	1
15	Identifying interaction strategies in ubiquitous learning environments. , 2017, , .		1
16	Design Ethnography for Screenless Interaction Style. , 2017, , .		4
17	Discovering Level of Participation in MOOCs through Clusters Analysis. , 2016, , .		9
18	Discovery engagement patterns MOOCs through cluster analysis. IEEE Latin America Transactions, 2016, 14, 4129-4135.	1.6	25

#	ARTICLE	IF	CITATIONS
19	A Comparative Study between Clustering Methods in Educational Data Mining. IEEE Latin America Transactions, 2016, 14, 3755-3761.	1.6	13
20	An EDM Approach to the Analysis of Students' Engagement in Online Courses from Constructs of the Transactional Distance. , 2016, , .		3
21	Youubi: Open software for ubiquitous learning. Computers in Human Behavior, 2016, 55, 1145-1164.	8.5	29
22	Effectiveness of gamification in the engagement of students. Computers in Human Behavior, 2016, 58, 48-63.	8.5	209
23	Identifying engagement indicators to support educational research. , 2015, , .		0
24	Effectiveness of practices with sensors in engaging in meaningful learning in higher education: Extending a framework of ubiquitous learning. , 2015, , .		4
25	A 3D visualization framework to social network monitoring and analysis. Computers in Human Behavior, 2015, 49, 623-634.	8.5	3
26	Effectiveness of educational practices through the extension of a framework ubiquitous learning environment. , 2015, , .		1
27	A developemnt model of units of learning for multiple platforms. , 2015, , .		1
28	Analysis of students' expectations and skills in e-learning. , 2014, , .		0
29	Using arduino as pedagogical strategy in learning logic programming. , 2014, , .		2
30	Mediating Social Network Education Teaching OOP. American Journal of Educational Research, 2014, 2, 204-207.	0.3	1
31	Ubiquitous Technologies and the Emergence of New Learning Experiences. Advances in Educational Technologies and Instructional Design Book Series, 2014, , 142-159.	0.2	4
32	Architecture for Social Interactions Monitoring in Collaborative Learning Environments as a Support for the Teacher's Awareness. , 2013, , .		6
33	Redesigning Collaboration Tools to Enhance Social Presence in Online Learning Environments. Lecture Notes in Computer Science, 2013, , 175-191.	1.3	5
34	Brandmap: An Information Visualization Platform for Brand Association in Blogosphere. , 2012, , .		0
35	Effects of scaffoldings on interactive diagram constructions in educational interface for elementary school teachers training. , 2011, , .		0
36	A Comparison Study: Sketch-Based Interfaces versus WIMP Interfaces in Three Dimensional Modeling Tasks. , 2009, , .		2

#	ARTICLE	IF	CITATIONS
37	e-du box. , 2008, , .		2
38	Design de interfaces tangÃveis educacionais. , 2006, , .		1
39	Analysis of activity structure in the asynchronous education process via mailing list. , 2005, , .		0
40	Integrating activity theory and organizational modeling for context of use analysis. , 2005, , .		22
41	Analysis of Open Textbooks for discipline of Sociology offered for high school. Holos, 0, 3, 337-347.	0.0	0
42	IdentificaÃo e caracterizaÃo de nÃveis de interaÃo no ensino remoto de emergÃncia na EducaÃo BÃsica. , 0, , .		0