

Paula Alexandra Silva

List of Publications by Year in descending order

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Version: 2024-02-01

49
papers

432
citations

1163065

8
h-index

1125717

13
g-index

57
all docs

57
docs citations

57
times ranked

444
citing authors

#	ARTICLE	IF	CITATIONS
1	Designing tablet-based games for seniors. , 2012, , .		51
2	Towards a List of Heuristics to Evaluate Smartphone Apps Targeted at Older Adults: A Study with Apps that Aim at Promoting Health and Well-Being. , 2015, , .		44
3	User interface design guidelines for smartphone applications for people with Parkinsonâ€™s disease. Universal Access in the Information Society, 2016, 15, 659-679.	3.0	39
4	Human-computer interaction and the older adult. , 2010, , .		32
5	COVID-19: Technology, Social Connections, Loneliness, and Leisure Activities: An International Study Protocol. Frontiers in Sociology, 2020, 5, 574811.	2.0	24
6	Design recommendations for tv user interfaces for older adults. , 2012, , .		22
7	Smartphones, Smart Seniors, But Not-So-Smart Apps: A Heuristic Evaluation of Fitness Apps. Lecture Notes in Computer Science, 2014, , 347-358.	1.3	21
8	Design and development of a gait training system for Parkinsonâ€™s disease. PLoS ONE, 2018, 13, e0207136.	2.5	19
9	A Commentary on Blue ZonesÂ®: A Critical Review of Age-Friendly Environments in the 21st Century and Beyond. International Journal of Environmental Research and Public Health, 2021, 18, 837.	2.6	15
10	Using the Smartphone Accelerometer to Monitor Fall Risk while Playing a Game: The Design and Usability Evaluation of Dance! Donâ€™t Fall. Lecture Notes in Computer Science, 2013, , 754-763.	1.3	13
11	A methodology to evaluate creative design methods. , 2010, , .		10
12	Leveraging Electronic Ticketing to Provide Personalized Navigation in a Public Transport Network. IEEE Transactions on Intelligent Transportation Systems, 2012, 13, 213-220.	8.0	9
13	mobileWAY – A System to Reduce the Feeling of Temporary Lonesomeness of Persons with Dementia and to Foster Inter-caregiver Collaboration. , 2013, , .		9
14	The Effectiveness of Technology-Mediated Dance Interventions and Their Impact on Psychosocial Factors in Older Adults: A Systematic Review and Meta-Analysis. Games for Health Journal, 2018, 7, 347-361.	2.0	9
15	Exploring the Referral and Usage of Science Fiction in HCI Literature. Lecture Notes in Computer Science, 2018, , 19-38.	1.3	9
16	Work-in-Progress: A Preliminary Study on Studentsâ€™ Acceptance of Chatbots for Studio-Based Learning. , 2020, , .		8
17	Tangible Interaction on Tabletops for Elderly People. Lecture Notes in Computer Science, 2011, , 440-443.	1.3	8
18	Development of a Caregiversâ€™ Support Platform (Connected Health Sustaining Home Stay in Dementia): Protocol for a Longitudinal Observational Mixed Methods Study. JMIR Research Protocols, 2019, 8, 13280.	1.0	7

#	ARTICLE	IF	CITATIONS
19	Something Old, Something New, Something Borrowed. , 2014, , .		6
20	Adapting the Studio Based Learning Methodology to Computer Science Education. , 2017, , 119-142.		6
21	Involving communities in shaping digital solutions for innovation in societies and territories. , 2019, , .		6
22	A Conceptual Research Agenda and Quantification Framework for the Relationship Between Science-Fiction Media and Human-Computer Interaction. Communications in Computer and Information Science, 2016, , 52-57.	0.5	6
23	Implementing studio-based learning for design education: a study on the perception and challenges of Malaysian undergraduates. International Journal of Technology and Design Education, 2021, 31, 611-631.	2.6	5
24	Studio-Based Learning as a Natural Fit to Teaching Human-Computer Interaction. Lecture Notes in Computer Science, 2014, , 251-258.	1.3	5
25	Applying Studio-Based Learning Methodology in Computer Science Education to Improve 21st Century Skills. Lecture Notes in Computer Science, 2018, , 361-375.	1.3	4
26	Machine Learning Applied to Low Back Pain Rehabilitation – A Systematic Review. International Journal of Digital Health, 2021, 1, 10.	0.6	4
27	Media – o digital para a inova – o territorial: um estudo de caso mltiplo em redes sociais digitais. Observatorio, 2019, 13, .	0.2	4
28	Investigating activity zones on smartphones: An empirical study with older adults. , 2017, , .		3
29	Are We Ready to Dance at Home?: A Review and Reflection of Available Technologies. Lecture Notes in Computer Science, 2019, , 216-231.	1.3	3
30	Science Fiction – An Untapped Opportunity in HCI Research and Education. Lecture Notes in Computer Science, 2021, , 34-47.	1.3	3
31	Las humanidades digitales y la conexi3n con las ra3ces culturales a trav3s de la iniciativa portuguesa Aldeias do Xisto. La Trama De La Comunicaci3n, 2021, 25, 015-029.	0.2	3
32	A Smart Health Platform for Measuring Health and Well-Being Improvement in People With Dementia and Their Informal Caregivers: Usability Study. JMIR Aging, 2020, 3, e15600.	3.0	3
33	Barriers and Incentives to Territory-Based Innovation Processes. Advances in Religious and Cultural Studies, 2021, , 44-61.	0.2	2
34	Bad Ideas for Usability and Design of Medicine and Healthcare Sensors. Lecture Notes in Computer Science, 2007, , 105-112.	1.3	2
35	Combining Augmented Cognition and Gamification. Lecture Notes in Computer Science, 2013, , 676-684.	1.3	1
36	Physical Activity Among Older Adults: A Meta-review of EU-Funded Research Projects. Lecture Notes in Computer Science, 2018, , 374-387.	1.3	1

#	ARTICLE	IF	CITATIONS
37	Designing Entertainment for the Aging Population. Lecture Notes in Computer Science, 2018, , 345-348.	1.3	1
38	Analysing Games for Health through Users' Opinion Mining. , 2021, , .		1
39	Cross-Platform Social Web Application for Older Adults with HTML 5. Lecture Notes in Computer Science, 2011, , 375-378.	1.3	1
40	Building an Argument for the Use of Science Fiction in HCI Education. Advances in Intelligent Systems and Computing, 2019, , 846-851.	0.6	1
41	Diving into a Decade of Games for Health Research: A Systematic Review. Advances in Intelligent Systems and Computing, 2021, , 520-528.	0.6	1
42	Tap and Swipe Activity Zones on Smartphones for Novice Older Adults. International Journal of Creative Interfaces and Computer Graphics, 2018, 9, 18-39.	0.1	0
43	Design de ServiÃ§os: Atividades e modelos. , 2021, , .		0
44	Storytelling Meets the Social Web: An HTML5 Cross-Platform Application for Older Adults. Lecture Notes in Computer Science, 2011, , 364-365.	1.3	0
45	Investigating Synergies Between Interaction Design Methods. Lecture Notes in Computer Science, 2015, , 179-190.	1.3	0
46	Designing for Aging People. Lecture Notes in Computer Science, 2019, , 719-724.	1.3	0
47	EXPLORING THE LEARNING AND TRAINING DIMENSION OF A DIGITAL PLATFORM FOR TERRITORY-BASED INNOVATION. EDULEARN Proceedings, 2019, , .	0.0	0
48	Preface - Creativity and HCI: From Experience to Design in Education. International Federation for Information Processing, 2009, , 1-11.	0.4	0
49	Tap and Swipe Activity Zones on Smartphones for Novice Older Adults. , 2022, , 940-962.		0