

David Alonso-RÃ- os

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8208935/publications.pdf>

Version: 2024-02-01

19
papers

242
citations

1307594

7
h-index

1372567

10
g-index

19
all docs

19
docs citations

19
times ranked

208
citing authors

#	ARTICLE	IF	CITATIONS
1	Usability: A Critical Analysis and a Taxonomy. International Journal of Human-Computer Interaction, 2009, 26, 53-74.	4.8	107
2	A systematic approach to API usability: Taxonomy-derived criteria and a case study. Information and Software Technology, 2018, 97, 46-63.	4.4	30
3	A Context-of-Use Taxonomy for Usability Studies. International Journal of Human-Computer Interaction, 2010, 26, 941-970.	4.8	24
4	A Systematic and Generalizable Approach to the Heuristic Evaluation of User Interfaces. International Journal of Human-Computer Interaction, 2018, 34, 1169-1182.	4.8	18
5	A User Study with GUIs Tailored for Smartphones. Lecture Notes in Computer Science, 2013, , 505-512.	1.3	10
6	A Snort-based agent for a JADE multi-agent intrusion detection system. International Journal of Intelligent Information and Database Systems, 2009, 3, 107.	0.3	8
7	Integrating Iterative Machine Teaching and Active Learning into the Machine Learning Loop. Procedia Computer Science, 2021, 192, 553-562.	2.0	8
8	A User Study with GUIs Tailored for Smartphones and Tablet PCs. , 2013, , .		7
9	A Multi-agent System Based on Evolutionary Learning for the Usability Analysis of Websites. Studies in Computational Intelligence, 2009, , 11-34.	0.9	6
10	A Taxonomy-Based Usability Study of an Intelligent Speed Adaptation Device. International Journal of Human-Computer Interaction, 2014, 30, 585-603.	4.8	5
11	Usability heuristics for domain-specific languages (DSLs). , 2020, , .		5
12	An HTML analyzer for the study of web usability. , 2009, , .		4
13	Usability taxonomy and context-of-use taxonomy for usability analysis. , 2009, , .		3
14	Usability evaluation and development of heuristics for second-screen applications. , 2017, , .		3
15	A user study on tailoring GUIs for smartphones. , 2014, , .		2
16	Improving Medical Data Annotation Including Humans in the Machine Learning Loop. Engineering Proceedings, 2021, 7, .	0.4	2
17	A heuristic evaluation of the user and programming interfaces of a sleep medicine application. , 2018, , .		0
18	A JADE-Based Framework for Developing Evolutionary Multi-Agent Systems. Advances in Intelligent and Soft Computing, 2009, , 339-348.	0.2	0

#	ARTICLE	IF	CITATIONS
19	Multimedia Elements in a Hybrid Multi-Agent System for the Analysis of Web Usability. Lecture Notes in Computer Science, 2010, , 217-224.	1.3	0