

Nuno Otero

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8352480/publications.pdf>

Version: 2024-02-01

38
papers

348
citations

1307594

7
h-index

1372567

10
g-index

38
all docs

38
docs citations

38
times ranked

270
citing authors

#	ARTICLE	IF	CITATIONS
1	External Representations and the Design of Seamless Learning Systems. Lecture Notes in Educational Technology, 2019, , 53-72.	0.8	0
2	Shared Interactive Music Experiences in Public Spaces. , 2016, , .		3
3	Let Me Do It: Towards the Implementation of Sustainable Instructional Patterns. , 2016, , .		2
4	A Tangible Tool for Visual Impaired Users to Learn Geometry. , 2016, , .		6
5	There is more to come. , 2016, , .		2
6	Application features to convey peers' interactions to engage users in a display network. , 2015, , .		1
7	Increasing user engagement with distributed public displays through the awareness of peer interactions. , 2015, , .		8
8	Interaction Aesthetics and Ubiquitous Music. Springer Series on Cultural Computing, 2015, , 91-105.	0.6	11
9	Aesthetic Heuristics in Ubimus. , 2015, , .		5
10	Dimensions of Situatedness for Digital Public Displays. Advances in Human-Computer Interaction, 2014, 2014, 1-11.	2.8	8
11	Evaluating usage patterns and adoption of an interactive video installation on public displays in school contexts. , 2014, , .		9
12	Real-Time Interactive Visualization Aiding Pronunciation of English as a Second Language. , 2014, , .		1
13	Promoting secondary school learners' curiosity towards science through digital public displays. , 2013, , .		10
14	Exploring the Design Space of Mobile Payment Systems. Advances in Intelligent Systems and Computing, 2013, , 1095-1104.	0.6	0
15	Thin slices of interaction. , 2012, , .		1
16	Designing Better Mobile Collaborative Laboratories for Ecology Field Work for Upper Secondary Schools. , 2012, , .		3
17	Outdoor Activities for the Learning of Mathematics: Designing with Mobile Technologies for Transitions across Learning Contexts. , 2012, , .		14
18	Tangible and Wearable User Interfaces for Supporting Collaboration among Emergency Workers. Lecture Notes in Computer Science, 2012, , 192-199.	1.3	7

#	ARTICLE	IF	CITATIONS
19	Interactive Public Digital Displays: Investigating Its Use in a High School Context. Lecture Notes in Computer Science, 2012, , 617-626.	1.3	8
20	Challenges in designing seamless-learning scenarios: affective and emotional effects on external representations. International Journal of Mobile Learning and Organisation, 2011, 5, 15.	0.3	16
21	Blink. , 2011, , .		2
22	Considering Worth and Human Values in the Design of Digital Public Displays. , 2011, , 248-260.		1
23	Teaching English as a Second Language Utilizing Authoring Tools for Interactive Digital Storytelling. Lecture Notes in Computer Science, 2010, , 222-227.	1.3	3
24	Helping robots imitate: metrics and technological solutions inspired by human behaviour. , 2010, , 127-168.		0
25	Helping robots imitate: Metrics and technological solutions inspired by human behaviour. , 2009, , .		0
26	Worth and Human Values at the Centre of Designing Situated Digital Public Displays. International Journal of Advanced Pervasive and Ubiquitous Computing, 2009, 1, 1-13.	0.4	4
27	Instant Places: Using Bluetooth for Situated Interaction in Public Displays. IEEE Pervasive Computing, 2008, 7, 52-57.	1.3	77
28	Teaching robot companions: the role of scaffolding and event structuring. Connection Science, 2008, 20, 111-134.	3.0	8
29	Human to robot demonstrations of routine home tasks. , 2008, , .		15
30	Naturally occurring gestures in a human-robot teaching scenario. Interaction Studies, 2008, 9, 519-550.	0.6	7
31	Video prototyping in human-robot interaction. , 2008, , .		24
32	The user in the group. , 2007, , .		3
33	Eliciting Requirements for a Robotic Toy for Children with Autism - Results from User Panels. , 2007, , .		42
34	Issues in Human/Robot Task Structuring and Teaching. , 2007, , .		7
35	Creating a software to promote understanding about narrative in children with autism: Reflecting on the design of feedback and opportunities to reason. , 2007, , .		19
36	Naturally Occurring Gestures in a Human-Robot Teaching Scenario. , 2006, , .		6

#	ARTICLE	IF	CITATIONS
37	Distribution and Recognition of Gestures in Human-Robot Interaction. , 2006, , .		12
38	Relational Properties in Interaction Aesthetics: The Ubiquitous Music Turn. , 0, , .		3