

Celeste Pizarro Romero

List of Publications by Year in descending order

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Version: 2024-02-01

23
papers

460
citations

840776

11
h-index

839539

18
g-index

23
all docs

23
docs citations

23
times ranked

402
citing authors

#	ARTICLE	IF	CITATIONS
1	Can computational thinking be improved by using a methodology based on metaphors and scratch to teach computer programming to children?. Computers in Human Behavior, 2020, 105, 105849.	8.5	83
2	On air traffic flow management with rerouting. Part II: Stochastic case. European Journal of Operational Research, 2012, 219, 167-177.	5.7	60
3	On risk management of a two-stage stochastic mixed 0-1 model for the closed-loop supply chain design problem. European Journal of Operational Research, 2019, 274, 91-107.	5.7	56
4	On air traffic flow management with rerouting. Part I: Deterministic case. European Journal of Operational Research, 2012, 219, 156-166.	5.7	50
5	Fix-and-Relax-Coordination for a multi-period location-allocation problem under uncertainty. Computers and Operations Research, 2013, 40, 2878-2892.	4.0	46
6	GreedEx: A Visualization Tool for Experimentation and Discovery Learning of Greedy Algorithms. IEEE Transactions on Learning Technologies, 2013, 6, 130-143.	3.2	30
7	Conflict avoidance: 0-1 linear models for conflict detection & resolution. Top, 2013, 21, 485-504.	1.6	25
8	On a stochastic sequencing and scheduling problem. Computers and Operations Research, 2007, 34, 2604-2624.	4.0	20
9	A computational comparison of several formulations for the multi-period incremental service facility location problem. Top, 2010, 18, 62-80.	1.6	16
10	Can a Learning Companion Be Used to Continue Teaching Programming to Children Even During the COVID-19 Pandemic?. IEEE Access, 2020, 8, 157840-157861.	4.2	14
11	On efficient heuristic algorithms for multi-period stochastic facility location-assignment problems. Computational Optimization and Applications, 2018, 70, 865-888.	1.6	11
12	On solving the multi-period single-sourcing problem under uncertainty. Computational Management Science, 2006, 3, 29-53.	1.3	10
13	Evaluation of a Didactic Method for the Active Learning of Greedy Algorithms. IEEE Transactions on Education, 2014, 57, 83-91.	2.4	7
14	On solving a large-scale problem on facility location and customer assignment with interaction costs along a time horizon. Top, 2017, 25, 601-622.	1.6	7
15	Game programming for improving learning experience. , 2014, , .		6
16	Can Mindfulness Help Primary Education Students to Learn How to Program With an Emotional Learning Companion?. IEEE Access, 2021, 9, 6642-6660.	4.2	6
17	On SIP algorithms for minimizing the mean-risk function in the multi-period single-source problem under uncertainty. Annals of Operations Research, 2009, 166, 223-242.	4.1	5
18	The Effects of a Visual Execution Environment and Makey Makey on Primary School Children Learning Introductory Programming Concepts. IEEE Access, 2020, 8, 217800-217815.	4.2	4

#	ARTICLE	IF	CITATIONS
19	Structuring Bilateral Energy Contract Portfolios in Competitive Markets. Profiles in Operations Research, 2011, , 203-226.	0.4	3
20	Propuesta de didáctica de la Programación en Educación Primaria basada en la gamificación usando videojuegos educativos. Education in the Knowledge Society, 0, 22, e26130.	2.0	1
21	A Metaheuristic for Solving Large-Scale Two-Stage Stochastic Mixed 0-1 Programs with the Time Stochastic Dominance Risk Averse Strategy. Computer Aided Chemical Engineering, 2015, 37, 857-862.	0.5	0
22	Improving Students Learning Programming Skills with ProGames “ Programming through Games System. Lecture Notes in Computer Science, 2013, , 579-586.	1.3	0
23	How to create emotional learning companions to teach programming in Primary Education?. , 2021, , .		0