

Carlos GarcÃ-a-GarcÃ-a

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8389497/publications.pdf>

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14
papers

88
citations

1937685

4
h-index

1474206

9
g-index

14
all docs

14
docs citations

14
times ranked

73
citing authors

#	ARTICLE	IF	CITATIONS
1	Does a presentation Media Influence the Evaluation of Consumer Products? A Comparative Study to Evaluate Virtual Reality, Virtual Reality with Passive Haptics and a Real Setting. International Journal of Interactive Multimedia and Artificial Intelligence, 2021, 6, 196.	1.3	3
2	The influence of haptics when assessing household products presented in different means: a comparative study in real setting, flat display, and virtual reality environments with and without passive haptics. Journal of Computational Design and Engineering, 2021, 8, 330-342.	3.1	2
3	Influence of presentation means on industrial product evaluations with potential users: a first study by comparing tangible virtual reality and presenting a product in a real setting. Virtual Reality, 2020, 24, 439-451.	6.1	8
4	The effect of nature on designers' creativity, according to their personality profile. AEJ - Alexandria Engineering Journal, 2020, 59, 987-998.	6.4	6
5	Does the work environment affect designers'™ creativity during the creative phase depending on their personality profile?. Thinking Skills and Creativity, 2019, 33, 100578.	3.5	14
6	GAMIFICATION AS A TOOL FOR ACQUISITION SOFT SKILLS IN THE DESIGN FIELD. , 2018, , .		1
7	GRAPHIC PANELS DEVELOPMENT AS A VEHICULAR PLATFORM FOR THE ACQUISITION OF DIGITAL SKETCHING SKILLS. , 2018, , .		0
8	The effect of information and communication technologies on creativity in collaborative design. Research in Engineering Design - Theory, Applications, and Concurrent Engineering, 2017, 28, 7-23.	2.1	26
9	Knowledge generation for enhancing design creativity through co-creative Virtual Learning Communities. Thinking Skills and Creativity, 2017, 24, 12-19.	3.5	23
10	Evaluation of the role of surface pretreatments on the corrosion process. Correlation between conventional and electrochemical tests. Materials and Corrosion - Werkstoffe Und Korrosion, 2017, 68, 1302-1313.	1.5	1
11	Social Live Streaming tools for the development of Virtual Workshops. Multidisciplinary Journal for Education, Social and Technological Sciences, 2017, 4, 37.	1.6	0
12	APPLICATION OF PROJECT BASED LEARNING AND GAMIFICATION METHODOLOGIES AS MOTIVATIONAL TOOLS FOR STUDENTS. , 2016, , .		0
13	THE USE OF SOCIAL MEDIA AS A TOOL FOR POSITIONING THE PERSONAL BRAND OF STUDENTS IN THE DEGREE OF INDUSTRIAL DESIGN AND PRODUCT DEVELOPMENT ENGINEERING. INTED Proceedings, 2016, , .	0.0	1
14	How the type of methodology used, when working in a natural environment, affects the designer's creativity. Research in Engineering Design - Theory, Applications, and Concurrent Engineering, 0, , 1.	2.1	3