Karina Caro

List of Publications by Year
in descending order

26 papers	**329** citations	1478280 **6** h-index	1372474 **10** g-index
26 all docs	**26** docs citations	**26** times ranked	**257** citing authors

#	Article	IF	Citations
1	Patterns for How Users Overcome Obstacles in Voice User Interfaces. , 2018, , .		138
2	Using the FroggyBobby exergame to support eye-body coordination development of children with severe autism. International Journal of Human Computer Studies, 2017, 105, 12-27.	3.7	34
3	FroggyBobby: An exergame to support children with motor problems practicing motor coordination exercises during therapeutic interventions. Computers in Human Behavior, 2017, 71, 479-498.	5.1	30
4	Bounce. , 2018, , .		14
5	Online Learning System to Help People with Developmental Disabilities Reinforce Basic Skills. , 2016, , .		13
6	Understanding the Effect of Existing Positive Relationships on a Social Motion-based Game for Health. , 2018, , .		11
7	BeeSmart: A Gesture-Based Videogame to Support Literacy and Eye-Hand Coordination of Children with Down Syndrome. Lecture Notes in Computer Science, 2017, , 43-53.	1.0	10
8	From immersion to metagaming: Understanding rewind mechanics in interactive storytelling. Entertainment Computing, 2020, 33, 100322.	1.8	10
9	Supporting Behavior Management with a Classroom Display Providing Immediate Feedback to Students. , 2019, , .		9
10	Designing exergames combining the use of fine and gross motor exercises to support self-care activities. , 2014, , .		7
11	Strategies for Inclusion in the Design of Pervasive Computing for Health and Wellbeing. IEEE Pervasive Computing, 2019, 18, 89-93.	1.1	7
12	Using a Gesture-based videogame to support eye-hand coordination and pre-literacy skills of children with down syndrome. Multimedia Tools and Applications, 2020, 79, 34101-34128.	2.6	7
13	Motivating Adults with Developmental Disabilities to Perform Motor Coordination Exercises using Exergames. , 2018, , .		6
14	Gesture-based Video Games to Support Fine-Motor Coordination Skills of Children with Autism. , 2019, , .		5
15	A Serious Videogame to Support Emotional Awareness of People with Down Syndrome. , 2019, , .		5
16	A performance comparison between exergames designed for individuals with autism spectrum disorder and commercially-available exergames. Multimedia Tools and Applications, 2020, 79, 33623-33655.	2.6	5
17	Towards Extending Social Exergame Engagement with Agents. , 2018, , .		4
18	Move&Learn. , 2021, , .		3

#	Article	IF	Citations
19	Designing Visualization Tools to Support Older Adults Care Process. , 2016, , .		2
20	ID4IDS Methodology. , 2018, , .		2
21	Mobile monitoring parents' behaviors for supporting self-management in children with disabilities. Journal of Ambient Intelligence and Humanized Computing, 2019, , 1.	3.3	2
22	Speaker Identification in Interactions between Mothers and Children with Down Syndrome via Audio Analysis: A Case Study in Mexico. International Journal of Human-Computer Interaction, 2023, 39, 1922-1937.	3.3	2
23	Designing Gamification Technology for and with Students with Behavioral Disorders. , 2018, , .		1
24	Exergames in Individuals with Down Syndrome: A Performance Comparison Between Children and Adolescents. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2018, , 92-101.	0.2	1
25	Emotion4Down: A Serious Video Game for Supporting Emotional Awareness of People with Down Syndrome. , 2021, , .		1
26	Co-Designing a Classroom Display to Support Behavior Management Plans. , 2018, , .		0