

Karina Caro

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8554820/publications.pdf>

Version: 2024-02-01

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	Speaker Identification in Interactions between Mothers and Children with Down Syndrome via Audio Analysis: A Case Study in Mexico. <i>International Journal of Human-Computer Interaction</i> , 2023, 39, 1922-1937.	3.3	2
2	Move&Learn. , 2021, , .		3
3	Emotion4Down: A Serious Video Game for Supporting Emotional Awareness of People with Down Syndrome. , 2021, , .		1
4	From immersion to metagaming: Understanding rewind mechanics in interactive storytelling. <i>Entertainment Computing</i> , 2020, 33, 100322.	1.8	10
5	Using a Gesture-based videogame to support eye-hand coordination and pre-literacy skills of children with down syndrome. <i>Multimedia Tools and Applications</i> , 2020, 79, 34101-34128.	2.6	7
6	A performance comparison between exergames designed for individuals with autism spectrum disorder and commercially-available exergames. <i>Multimedia Tools and Applications</i> , 2020, 79, 33623-33655.	2.6	5
7	Gesture-based Video Games to Support Fine-Motor Coordination Skills of Children with Autism. , 2019, , .		5
8	A Serious Videogame to Support Emotional Awareness of People with Down Syndrome. , 2019, , .		5
9	Strategies for Inclusion in the Design of Pervasive Computing for Health and Wellbeing. <i>IEEE Pervasive Computing</i> , 2019, 18, 89-93.	1.1	7
10	Mobile monitoring parentsâ€™ behaviors for supporting self-management in children with disabilities. <i>Journal of Ambient Intelligence and Humanized Computing</i> , 2019, , 1.	3.3	2
11	Supporting Behavior Management with a Classroom Display Providing Immediate Feedback to Students. , 2019, , .		9
12	Patterns for How Users Overcome Obstacles in Voice User Interfaces. , 2018, , .		138
13	Towards Extending Social Exergame Engagement with Agents. , 2018, , .		4
14	Motivating Adults with Developmental Disabilities to Perform Motor Coordination Exercises using Exergames. , 2018, , .		6
15	Designing Gamification Technology for and with Students with Behavioral Disorders. , 2018, , .		1
16	ID4IDS Methodology. , 2018, , .		2
17	Bounce. , 2018, , .		14
18	Understanding the Effect of Existing Positive Relationships on a Social Motion-based Game for Health. , 2018, , .		11

#	ARTICLE	IF	CITATIONS
19	Co-Designing a Classroom Display to Support Behavior Management Plans. , 2018, , .		0
20	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
21	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
22	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
23	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
24	Designing Visualization Tools to Support Older Adults Care Process. , 2016, , .		2
25	Online Learning System to Help People with Developmental Disabilities Reinforce Basic Skills. , 2016, , .		13
26	Designing exergames combining the use of fine and gross motor exercises to support self-care activities. , 2014, , .		7