

Jesus Favela

List of Publications by Year in descending order

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Version: 2024-02-01

181
papers

2,927
citations

236612

25
h-index

233125

45
g-index

192
all docs

192
docs citations

192
times ranked

2779
citing authors

#	ARTICLE	IF	CITATIONS
1	Dashboards for improving patient care: Review of the literature. <i>International Journal of Medical Informatics</i> , 2015, 84, 87-100.	1.6	241
2	Activity Recognition for the Smart Hospital. <i>IEEE Intelligent Systems</i> , 2008, 23, 50-57.	4.0	165
3	Context-aware mobile communication in hospitals. <i>Computer</i> , 2003, 36, 38-46.	1.2	150
4	Using Augmented Reality to Help Children with Autism Stay Focused. <i>IEEE Pervasive Computing</i> , 2014, 13, 38-46.	1.1	136
5	Location-Aware Access to Hospital Information and Services. <i>IEEE Transactions on Information Technology in Biomedicine</i> , 2004, 8, 448-455.	3.6	102
6	Enriching in-person encounters through social media: A study on family connectedness for the elderly. <i>International Journal of Human Computer Studies</i> , 2013, 71, 889-899.	3.7	100
7	Activity-Aware Computing for Healthcare. <i>IEEE Pervasive Computing</i> , 2008, 7, 51-57.	1.1	75
8	An experience in collaborative software engineering education. <i>IEEE Software</i> , 2001, 18, 47-53.	2.1	74
9	Integrating Context-Aware Public Displays Into a Mobile Hospital Information System. <i>IEEE Transactions on Information Technology in Biomedicine</i> , 2004, 8, 279-286.	3.6	65
10	Informal interactions and their implications for online courses. <i>Computers and Education</i> , 2004, 42, 149-168.	5.1	58
11	Mobility in hospital work: towards a pervasive computing hospital environment. <i>International Journal of Electronic Healthcare</i> , 2007, 3, 72.	0.2	58
12	Activity Recognition for Context-aware Hospital Applications: Issues and Opportunities for the Deployment of Pervasive Networks. <i>Mobile Networks and Applications</i> , 2007, 12, 155-171.	2.2	57
13	Home-based communication system for older adults and their remote family. <i>Computers in Human Behavior</i> , 2009, 25, 609-618.	5.1	52
14	Ambient Awareness to Strengthen the Family Social Network of Older Adults. <i>Computer Supported Cooperative Work</i> , 2013, 22, 309-344.	1.9	52
15	Privacy-Aware Autonomous Agents for Pervasive Healthcare. <i>IEEE Intelligent Systems</i> , 2006, 21, 55-62.	4.0	49
16	Assessing the use of instant messaging in online learning environments. <i>Interactive Learning Environments</i> , 2006, 14, 205-218.	4.4	36
17	A social cloud-based tool to deal with time and media mismatch of intergenerational family communication. <i>Future Generation Computer Systems</i> , 2015, 53, 140-151.	4.9	34
18	Behavioral data gathering for assessing functional status and health in older adults using mobile phones. <i>Personal and Ubiquitous Computing</i> , 2015, 19, 379-391.	1.9	33

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19	Literature Review on Transfer Learning for Human Activity Recognition Using Mobile and Wearable Devices with Environmental Technology. SN Computer Science, 2020, 1, 1.	2.3	31
20	A Social Robot as Therapy Facilitator in Interventions to Deal with Dementia-related Behavioral Symptoms. , 2020, , .		31
21	Understanding and Supporting Lightweight Communication in Hospital Work. IEEE Transactions on Information Technology in Biomedicine, 2010, 14, 140-146.	3.6	30
22	Augmented reality annotations to assist persons with Alzheimers and their caregivers. Personal and Ubiquitous Computing, 2013, 17, 1105-1116.	1.9	30
23	Healthcare Engineering Defined: A White Paper. Journal of Healthcare Engineering, 2015, 6, 635-648.	1.1	29
24	Intervention Tailoring in Augmented Cognition Systems for Elders With Dementia. IEEE Journal of Biomedical and Health Informatics, 2014, 18, 361-367.	3.9	28
25	Assessing empathy and managing emotions through interactions with an affective avatar. Health Informatics Journal, 2018, 24, 182-193.	1.1	28
26	A framework to analyze information systems as knowledge flow facilitators. Information and Software Technology, 2008, 50, 481-498.	3.0	27
27	An Adaptive, Collaborative Environment to Develop Good Habits in Programming. Lecture Notes in Computer Science, 2000, , 262-271.	1.0	26
28	Ambient Displays for Integrating Older Adults into Social Networking Sites. Lecture Notes in Computer Science, 2010, , 321-336.	1.0	26
29	Incorporating Conversational Strategies in a Social Robot to Interact with People with Dementia. Dementia and Geriatric Cognitive Disorders, 2019, 47, 140-148.	0.7	25
30	Nurse home visits with or without alert buttons versus usual care in the frail elderly: a randomized controlled trial. Clinical Interventions in Aging, 2013, 8, 85.	1.3	24
31	Sensor Networks, Wearable Computing, and Healthcare Applications. IEEE Pervasive Computing, 2007, 6, 58-61.	1.1	23
32	LaCasa: Location And Context-Aware Safety Assistant. , 2012, , .		23
33	Ecological Validity and Pervasiveness in the Evaluation of Ubiquitous Computing Technologies for Health Care. International Journal of Human-Computer Interaction, 2010, 26, 414-444.	3.3	22
34	Uncertainty Management in Context-Aware Applications: Increasing Usability and User Trust. Wireless Personal Communications, 2011, 56, 37-53.	1.8	21
35	Scalable identification of mixed environmental sounds, recorded from heterogeneous sources. Pattern Recognition Letters, 2015, 68, 153-160.	2.6	21
36	Understanding and Supporting Knowledge Flows in a Community of Software Developers. Lecture Notes in Computer Science, 2004, , 52-66.	1.0	21

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37	Supporting Context-Aware Collaboration in a Hospital: An Ethnographic Informed Design. Lecture Notes in Computer Science, 2003, , 330-344.	1.0	21
38	Persuading older adults to socialize and exercise through ambient games. , 2012, , .		20
39	Towards a reference architecture for the design of mobile shared workspaces. Future Generation Computer Systems, 2011, 27, 109-118.	4.9	19
40	Estimating User Location in a WLAN Using Backpropagation Neural Networks. Lecture Notes in Computer Science, 2004, , 737-746.	1.0	17
41	Monitoring behavioral symptoms of dementia using activity trackers. Journal of Biomedical Informatics, 2020, 109, 103520.	2.5	17
42	Estimating Hospital Work Activities in Context-Aware Healthcare Applications. , 2006, , .		16
43	Hidden Markov Models for Activity Recognition in Ambient Intelligence Environments. , 2007, , .		15
44	Adaptive exergames to support active aging: An action research study. Pervasive and Mobile Computing, 2017, 34, 60-78.	2.1	15
45	A Conversational Robot to Conduct Therapeutic Interventions for Dementia. IEEE Pervasive Computing, 2019, 18, 10-19.	1.1	15
46	Continuous Tracking of User Location in WLANs Using Recurrent Neural Networks. , 0, , .		14
47	Supporting Quality of Privacy (QoP) in Pervasive Computing. , 0, , .		14
48	Usability assessment of a pervasive system to assist caregivers in dealing with repetitive behaviors of patients with dementia. , 2011, , .		14
49	Assessing the SALSA architecture for developing agent-based ambient computing applications. Science of Computer Programming, 2012, 77, 46-65.	1.5	14
50	Everyday Patient-Care Technologies for Alzheimer's Disease. IEEE Pervasive Computing, 2013, 12, 80-83.	1.1	14
51	Behavior-Aware Computing: Applications and Challenges. IEEE Pervasive Computing, 2013, 12, 14-17.	1.1	14
52	On the design of potential collaboration spaces. International Journal of Computer Applications in Technology, 2004, 19, 184.	0.3	13
53	Monitoring behavioral patterns in hospitals through activity-aware computing. , 2008, , .		13
54	Living Labs for Pervasive Healthcare Research. IEEE Pervasive Computing, 2015, 14, 86-89.	1.1	13

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55	Gait Activity Classification on Unbalanced Data from Inertial Sensors Using Shallow and Deep Learning. <i>Sensors</i> , 2020, 20, 4756.	2.1	13
56	Object and Gesture Recognition to Assist Children with Autism during the Discrimination Training. <i>Lecture Notes in Computer Science</i> , 2012, , 877-884.	1.0	13
57	Design of exergames with the collaborative participation of older adults. , 2013, , .		12
58	Design of a Predictive Scheduling System to Improve Assisted Living Services for Elders. <i>ACM Transactions on Intelligent Systems and Technology</i> , 2015, 6, 1-31.	2.9	12
59	Effect of technology on aging perception. <i>Health Informatics Journal</i> , 2018, 24, 171-181.	1.1	12
60	Semi-Automated Data Labeling for Activity Recognition in Pervasive Healthcare. <i>Sensors</i> , 2019, 19, 3035.	2.1	12
61	Personalized Pervasive Health. <i>IEEE Pervasive Computing</i> , 2020, 19, 11-13.	1.1	12
62	Before Getting There: Potential and Actual Collaboration. <i>Lecture Notes in Computer Science</i> , 2002, , 147-167.	1.0	12
63	Supporting Informal Co-located Collaboration in Hospital Work. <i>Lecture Notes in Computer Science</i> , 2007, , 255-270.	1.0	12
64	Supporting collaborative engineering design. <i>Engineering With Computers</i> , 1993, 9, 125-132.	3.5	11
65	Monitoring Eating Behaviors for a Nutritionist E-Assistant Using Crowdsourcing. <i>Computer</i> , 2018, 51, 43-51.	1.2	11
66	How to Manage Knowledge in the Software Maintenance Process. <i>Lecture Notes in Computer Science</i> , 2004, , 78-87.	1.0	10
67	Towards Social Robots that Support Exercise Therapies for Persons with Dementia. , 2018, , .		10
68	Pervasive computing in hospitals. , 2006, , 48-77.		10
69	Reducing the Uncertainty on Location Estimation of Mobile Users to Support Hospital Work. <i>IEEE Transactions on Systems, Man and Cybernetics, Part C: Applications and Reviews</i> , 2008, 38, 861-866.	3.3	9
70	Naturalistic enactment to stimulate user experience for the evaluation of a mobile elderly care application. , 2011, , .		9
71	Ambient Videogames for Health Monitoring in Older Adults. , 2012, , .		9
72	Naturalistic Enactment to Elicit and Recognize Caregiver State Anxiety. <i>Journal of Medical Systems</i> , 2016, 40, 192.	2.2	9

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73	The Future of Pervasive Health. IEEE Pervasive Computing, 2017, 16, 16-20.	1.1	9
74	Activity-Aware Computing in Mobile Collaborative Working Environments. Lecture Notes in Computer Science, 2007, , 337-353.	1.0	9
75	Understanding mobile work in a distributed information space. , 2005, , .		8
76	Persuasive Virtual Communities to Promote a Healthy Lifestyle among Patients with Chronic Diseases. Lecture Notes in Computer Science, 2008, , 74-82.	1.0	8
77	An Agent-Based Middleware for the Design of Activity-Aware Applications. IEEE Intelligent Systems, 2011, 26, 15-23.	4.0	8
78	Aligning intergenerational communication patterns and rhythms in the age of social media. , 2013, , .		8
79	Detecting Anxiety States when Caring for People with Dementia. Methods of Information in Medicine, 2017, 56, 55-62.	0.7	8
80	Recognition of audible disruptive behavior from people with dementia. Personal and Ubiquitous Computing, 2019, 23, 145-157.	1.9	8
81	Assisting older adults with medication reminders through an audio-based activity recognition system. Personal and Ubiquitous Computing, 2021, 25, 337-351.	1.9	8
82	Empirical Evaluation of Collaborative Support for Distributed Pair Programming. Lecture Notes in Computer Science, 2004, , 215-222.	1.0	8
83	Capture and Dissemination of Specialized Knowledge in Network Organizations. Journal of Organizational Computing and Electronic Commerce, 1997, 7, 201-226.	1.0	8
84	A two-step approach to satellite image classification using fuzzy neural networks and the ID3 learning algorithm. Expert Systems With Applications, 1998, 14, 211-218.	4.4	7
85	Image-retrieval agent: integrating image content and text. IEEE Intelligent Systems, 1999, 14, 36-39.	0.2	7
86	Collaborative opportunistic sensing with mobile phones. , 2014, , .		7
87	Promoting Active Aging with a paper-based SNS application. , 2015, , .		7
88	Use and Adoption of an Assisted Cognition System to Support Therapies for People with Dementia. Computational and Mathematical Methods in Medicine, 2016, 2016, 1-10.	0.7	7
89	Co-designing ambient-assisted interventions using digital interlocutors for people with dementia. , 2017, , .		7
90	Sentient Displays in Support of Hospital Work. Advances in Soft Computing, 2009, , 103-111.	0.4	7

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91	Supporting Informal Interaction in a Hospital through Impromptu Social Networking. Lecture Notes in Computer Science, 2010, , 305-320.	1.0	7
92	Inferring Social Isolation in Older Adults through Ambient Intelligence and Social Networking Sites. Computacion Y Sistemas, 2016, 20, .	0.2	7
93	Capture and Dissemination of Specialized Knowledge in Network Organizations. Journal of Organizational Computing and Electronic Commerce, 1997, 7, 201-226.	1.0	6
94	Asymptotically stable visual servoing of manipulators via neural networks. Journal of Field Robotics, 2000, 17, 659-669.	0.7	6
95	COLLABORATION AND COORDINATION IN HOSPITAL WORK THROUGH ACTIVITY-AWARE COMPUTING. International Journal of Cooperative Information Systems, 2008, 17, 413-442.	0.6	6
96	mobileSJ. International Journal of E-Collaboration, 2008, 4, 60-73.	0.4	6
97	MODELING AND ANALYSIS OF KNOWLEDGE FLOWS IN SOFTWARE PROCESSES THROUGH THE EXTENSION OF THE SOFTWARE PROCESS ENGINEERING METAMODEL. International Journal of Software Engineering and Knowledge Engineering, 2009, 19, 185-211.	0.6	6
98	Casual gaming to encourage active ageing. IEEE Latin America Transactions, 2015, 13, 1940-1950.	1.2	6
99	Data Quality in Mobile Sensing Datasets for Pervasive Healthcare. Scalable Computing and Communications, 2017, , 217-238.	0.5	6
100	Opportunistic Mobile Sensing in the Fog. Wireless Communications and Mobile Computing, 2018, 2018, 1-18.	0.8	6
101	Challenges Providing Ground Truth for Pervasive Healthcare Systems. IEEE Pervasive Computing, 2019, 18, 100-104.	1.1	6
102	Supporting the Management of Multiple Activities in Mobile Collaborative Working Environments. Lecture Notes in Computer Science, 2006, , 381-388.	1.0	6
103	Identifying Knowledge Flows in Communities of Practice. , 2006, , 210-217.		6
104	Towards Enhancing the Multimodal Interaction of a Social Robot to Assist Children with Autism in Emotion Regulation. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2022, , 398-415.	0.2	6
105	An extensible platform for the development of synchronous groupware. Information and Software Technology, 2000, 42, 389-406.	3.0	5
106	Supporting Software Maintenance in Web Repositories through a Multi-agent System. , 2003, , 307-317.		5
107	Understanding and supporting personal activity management by IT service workers. , 2008, , .		5
108	Designing mobile shared workspaces by instantiation. , 2009, , .		5

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109	A Context-Aware Baby Monitor for the Automatic Selective Archiving of the Language of Infants. , 2013, , .		5
110	Strategies to Facilitate the Acceptance of a Social Robot by People with Dementia. , 2018, , .		5
111	Recognition of Gait Activities Using Acceleration Data from A Smartphone and A Wearable Device. Proceedings (mdpi), 2019, 31, .	0.2	5
112	Neural Style Transfer as Data Augmentation for Improving COVID-19 Diagnosis Classification. SN Computer Science, 2021, 2, 410.	2.3	5
113	Detecting Disruptive Vocalizations for Ambient Assisted Interventions for Dementia. Lecture Notes in Computer Science, 2014, , 356-363.	1.0	5
114	Opportunistic Interaction in P2P Ubiquitous Environments. Lecture Notes in Computer Science, 2004, , 349-362.	1.0	5
115	A Multi-agent System for Knowledge Management in Software Maintenance. Lecture Notes in Computer Science, 2003, , 415-421.	1.0	5
116	Adaptive Awareness of Hospital Patient Information through Multiple Sentient Displays. International Journal of Ambient Computing and Intelligence, 2009, 1, 27-38.	0.8	5
117	PIÃ'AS: Supporting a Community of Co-authors on the Web. Lecture Notes in Computer Science, 2002, , 113-124.	1.0	5
118	Digital healthcare in Latin America. Communications of the ACM, 2020, 63, 72-77.	3.3	5
119	Alexa toÃ'Support Patients withÃ'Dementia andÃ'Family Caregivers inÃ'Challenging Behaviors. Lecture Notes in Networks and Systems, 2022, , 336-345.	0.5	5
120	Hypermedia support for collaborative design. Design Studies, 1994, 15, 45-58.	1.9	4
121	Using ontologies to reduce user intervention to deploy sensing campaigns with the InCense toolkit. , 2012, , .		4
122	Assessing muscle disease related to aging using ambient videogames. , 2012, , .		4
123	Special theme: ambient assisted living for mobility: safety, well-being and inclusion. Personal and Ubiquitous Computing, 2013, 17, 1061-1062.	1.9	4
124	Exergames as Tools Used on Interventions to Cope with the Effects of Ageing: A Systematic Review. Lecture Notes in Computer Science, 2014, , 402-405.	1.0	4
125	Clairvoyance: A framework to integrate shared displays and mobile computing devices. Future Generation Computer Systems, 2014, 34, 190-200.	4.9	4
126	A multi-site study on walkability, data sharing and privacy perception using mobile sensing data gathered from the mk-sense platform. Journal of Ambient Intelligence and Humanized Computing, 2019, 10, 2199-2211.	3.3	4

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127	Mobile and Context-Aware Grocery Shopping to Promote Active Aging. Lecture Notes in Computer Science, 2013, , 71-79.	1.0	4
128	Technology and Aging. , 2015, , 121-135.		4
129	Using a Multi-agent Architecture to Manage Knowledge in the Software Maintenance Process. Lecture Notes in Computer Science, 2004, , 1181-1188.	1.0	3
130	Sphere juggler: fast context retrieval in support of working spheres. , 0, , .		3
131	A Web-Based System to Facilitate Elders Communication with Their Families Living Abroad. , 0, , .		3
132	Supporting Relationship Maintenance for Elders and Family Living Abroad. IEEE Pervasive Computing, 2006, 5, 47-47.	1.1	3
133	Context Aware Retrieval of Health Information on the Web. , 2006, , .		3
134	Inferring Human Behavior using Mobile and Wearable Devices. , 2017, , .		3
135	Towards an Adaptive Conversational Robot using Biosignals. , 2018, , .		3
136	The Augmented Patient Chart: Seamless Integration of Physical and Digital Artifacts for Hospital Work. Lecture Notes in Computer Science, 2007, , 1006-1015.	1.0	3
137	Supporting the Planning and Organization of Multiple Activities in the Workplace. Lecture Notes in Computer Science, 2007, , 235-238.	1.0	3
138	An Agent Middleware for Ubiquitous Computing in Healthcare. Studies in Computational Intelligence, 2008, , 117-149.	0.7	3
139	Assisting the Study of Indoor Mobility: Issues, Methods and Tools. , 2008, , .		2
140	Providing Awareness of Elder's Situations of Care through a Context-Aware Notification Environment: A Preliminary Evaluation. , 2010, , .		2
141	Enriching family personal encounters with ambient social media. , 2012, , .		2
142	Effects of Communication Media Choice on the Quality and Efficacy of Emergency Calls Assisted by a Mobile Nursing Protocol Tool. CIN - Computers Informatics Nursing, 2014, 32, 550-558.	0.3	2
143	Affective Embodied Agents and Their Effect on Decision Making. Proceedings (mdpi), 2019, 31, .	0.2	2
144	Activity Monitoring of People with Dementia in a Cognitive Stimulation Intervention. Proceedings (mdpi), 2019, 31, 64.	0.2	2

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145	Use and Adoption of a Touch-Based Occupational Therapy Tool for People Suffering from Dementia. Lecture Notes in Computer Science, 2015, , 459-468.	1.0	2
146	Detecting State Anxiety When Caring for People with Dementia. Lecture Notes in Computer Science, 2015, , 98-109.	1.0	2
147	Context Awareness and Uncertainty in Collocated Collaborative Systems. Lecture Notes in Computer Science, 2008, , 41-56.	1.0	2
148	Human-Robot Interaction to Deal with Problematic Behaviors from People with Dementia. , 2016, , .		2
149	Knowledge Flow Identification. , 2009, , 2337-2342.		2
150	<title>Satellite image destriping: a wavelet-based approach</title>. , 1997, , .		1
151	Supporting a Project-Based, Collaborative, Distance Learning Lab. , 2000, , 170.		1
152	Augmenting informal collaboration in hospitals through pervasive computing. , 2008, , .		1
153	Pervasive Technologies for Perception Change. IEEE Pervasive Computing, 2017, 16, 78-81.	1.1	1
154	Data Labeling for Participatory Sensing Using Geature Recognition with Smartwatches. Proceedings (mdpi), 2018, 2, .	0.2	1
155	An Exploratory Study to Detect Temporal Orientation Using Bluetooth's sensor. , 2019, , .		1
156	Adoption of Wearable Devices by Persons with Dementia: Lessons from a Non-pharmacological Intervention Enabled by a Social Robot. Studies in Computational Intelligence, 2021, , 145-163.	0.7	1
157	Do Technology-Related Stimuli Affect Age Estimation?. Lecture Notes in Computer Science, 2015, , 259-264.	1.0	1
158	Monitoring Behavioral Patterns in Hospitals through Activity-Aware Computing. , 2008, , .		1
159	An Adaptive Cooperative Web Authoring Environment. Lecture Notes in Computer Science, 2002, , 535-538.	1.0	1
160	Increasing Opportunities for Interaction in Time-Critical Mobile Collaborative Settings. Lecture Notes in Computer Science, 2009, , 41-48.	1.0	1
161	Reducing Driversâ€™ Distractions in Phone-Based Navigation Assistants Using Landmarks. Lecture Notes in Computer Science, 2013, , 342-349.	1.0	1
162	Estimating the Perception of Physical Fatigue Among Older Adults Using Mobile Phones. Lecture Notes in Computer Science, 2015, , 84-96.	1.0	1

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163	Ambient Displays to Assist Caregivers Monitoring the Sleep of People with Dementia. Lecture Notes in Computer Science, 2016, , 40-45.	1.0	1
164	Using Mixed Methods in Health Information Technology Evaluation. Studies in Health Technology and Informatics, 2016, 225, 83-7.	0.2	1
165	Work environments in electronic meeting systems. , 2001, , .		0
166	Web Intelligence in Mexico. , 0, , .		0
167	A web-agent based system to extend the elders social family networks. , 2005, , .		0
168	A Flexible Distribution Service for a Co-authoring Environment on the Web. , 0, , .		0
169	Special issue on groupware and multimedia. Multimedia Tools and Applications, 2007, 32, 137-138.	2.6	0
170	Introduction to the thematic issue. Journal of Ambient Intelligence and Smart Environments, 2013, 5, 423-424.	0.8	0
171	Technology and Aging: Ubiquitous Sensing Technology for Aging Research. , 2018, , 175-184.		0
172	Preliminary evaluation of a self-management health app by people with cognitive impairment. , 2019, , .		0
173	Syntactic-Conceptual Analysis of Sentences in Spanish Using a Restricted Lexicon for Disambiguation. Lecture Notes in Computer Science, 2000, , 538-547.	1.0	0
174	Access Control-Based Distribution of Shared Documents. Lecture Notes in Computer Science, 2004, , 12-13.	1.0	0
175	Adaptive Distribution Support for Co-authored Documents on the Web. Lecture Notes in Computer Science, 2005, , 33-48.	1.0	0
176	Uncertainty Management in a Location-Aware Museum Guide. Lecture Notes in Computer Science, 2008, , 841-850.	1.0	0
177	Evaluating Design Concepts to Support Informal Communication in Hospitals through the Development of a Tool Based on an Iterative Evaluation. Lecture Notes in Computer Science, 2009, , 1013-1022.	1.0	0
178	Implementing Shared Displays: A Tool for Smooth Integration of Large-Screen TVs and Mobile Devices. Lecture Notes in Computer Science, 2012, , 278-286.	1.0	0
179	Intervention Tailoring in AAL Systems for Elders with Dementia Using Ontologies. Lecture Notes in Computer Science, 2012, , 338-345.	1.0	0
180	An Ontology-Driven Framework for Resource-Efficient Collaborative Sensing. Lecture Notes in Computer Science, 2013, , 366-369.	1.0	0

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181	Adaptive Awareness of Hospital Patient Information through Multiple Sentient Displays. , 0, , 31-42.		0