

Patricia Oliveira

List of Publications by Year in descending order

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9
papers

30
citations

2682572
2
h-index

2917675
2
g-index

10
all docs

10
docs citations

10
times ranked

11
citing authors

#	ARTICLE	IF	CITATIONS
1	Mechanics or Mechanisms: defining differences in analog games to support game design. , 2021, , .		9
2	Towards a new hybrid game model: designing tangible experiences. , 2020, , .		8
3	Defining the Mechanisms for Engagement Design Protocol Towards the Development of Analogue and Hybrid Serious Games: Learning from FlavourGame. Lecture Notes in Computer Science, 2021, , 31-46.	1.3	4
4	Proposal of a Tangible Interface to Enhance Seniorsâ€™ TV Experience: UX Evaluation of SIX. Communications in Computer and Information Science, 2018, , 135-149.	0.5	4
5	Tangible Interfaces and Augmented Reality in a Nutrition Serious Game for Kids. , 2021, , .		3
6	Visualisation of Web Based e-Learning Activity. , 2010, , .		2
7	Creative Process for Designing a Hybrid Game for Nutrition Education. Communications in Computer and Information Science, 2021, , 492-505.	0.5	0
8	SIX 2.0: a tangible TV interface for seniors. , 2021, , .		0
9	Beats and Units Framework: A Story-Game Integration Framework for the Ideation Stage of Narrative Design of Serious Games. Lecture Notes in Computer Science, 2021, , 172-176.	1.3	0