

# Patricia Oliveira

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8729233/publications.pdf>

Version: 2024-02-01

9  
papers

30  
citations

2681738  
2  
h-index

2917219  
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.	1.0	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.	0.4	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.	0.4	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.	1.0	0