SÃ³nia Matos

List of Publications by Year
in descending order

14 papers	76 citations	1937457 4 h-index	1719901 7 g-index
14 all docs	14 docs citations	14 times ranked	70 citing authors

#	Article	IF	Citations
1	Designing Interactive Technologies for Interpretive Exhibitions: Enabling Teen Participation Through User-Driven Innovation. Lecture Notes in Computer Science, 2017, , 232-241.	1.0	15
2	The Ocean Game. , 2017, , .		12
3	Gaming Versus Storytelling: Understanding Children's Interactive Experiences in a Museum Setting. Lecture Notes in Computer Science, 2017, , 163-178.	1.0	12
4	Fourth-Wave HCI Meets the 21st Century Manifesto. , 2019, , .		10
5	Design and Disability. Developing New Opportunities for the Design Curriculum. Design Journal, 2017, 20, S2022-S2032.	0.5	5
6	Designing Food Cultures: Propagating the Consumption of Seaweed in the Azores Islands Through Recipes. Iridescent: Icograda Journal of Design Research, 2012, 2, 24-33.	0.0	4
7	Cultural probes for environmental education: Designing learning materials to engage children and teenagers with local biodiversity. PLoS ONE, 2022, 17, e0262853.	1.1	4
8	The Sound Labyrinth. , 2017, , .		3
9	Youth, Politics & Civic Participation. , 2019, , .		3
10	The Use of Interactive Technologies for Education in Pandemic and Post-Pandemic Contexts: Design Implications. , 2021, , .		3
11	Words in Freedom: A Manifesto Machine as Critical Design. Lecture Notes in Computer Science, 2018, , 557-566.	1.0	2
12	Teachers' perspectives and practices on biodiversity web portals as an opportunity to reconnect education with nature. Environmental Conservation, 2021, 48, 25-32.	0.7	2
13	Collaborative Narrative Visions and the Manifesto Machine. , 2018, , .		1
14	Here we don't speak, here we whistle: designing a language support system for the Silbo Gomero. , 0, , .		0